



# BANDAI NAMCO Holdings Inc.

## Financial Highlights for the First Half of the Fiscal Year Ending March 31, 2017

### BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

#### Summary of Income Statement

(millions of yen)

	FY2016.3		FY2017.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year
Net Sales	272,780	575,504	294,569	108.0%	580,000	590,000	102.5%
Gross Profit	103,456	202,600	111,573	107.8%	205,000	215,000	106.1%
Operating Income	31,160	49,641	38,904	124.9%	50,000	57,000	114.8%
Recurring Income	33,215	50,774	38,291	115.3%	51,000	57,000	112.3%
Profit Attributable to Owners of Parent	22,762	34,583	30,170	132.5%	35,000	39,000	112.8%

#### Net Sales by Segment

(millions of yen)

	FY2016.3		FY2017.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year
Toys and Hobby	103,985	206,424	91,148	87.7%	210,000	200,000	96.9%
Network Entertainment	147,209	320,941	179,748	122.1%	340,000	350,000	109.1%
Visual and Music Production	23,582	51,967	27,504	116.6%	43,000	47,000	90.4%
Other	13,488	27,456	13,056	96.8%	28,000	28,000	102.0%
Elimination and Corporate	△ 15,483	△ 31,285	△ 16,887	—	△ 41,000	△ 35,000	—
Total	272,781	575,504	294,569	108.0%	580,000	590,000	102.5%

#### Operating Income by Segment

(millions of yen)

	FY2016.3		FY2017.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year
Toys and Hobby	11,572	16,639	6,956	60.1%	16,000	14,000	84.1%
Network Entertainment	14,774	23,930	25,889	175.2%	28,000	34,500	144.2%
Visual and Music Production	5,910	11,665	8,054	136.3%	9,000	12,000	102.9%
Other	529	1,123	583	110.2%	1,000	1,000	89.0%
Elimination and Corporate	△ 1,625	△ 3,717	△ 2,580	—	△ 4,000	△ 4,500	—
Total	31,160	49,641	38,904	124.9%	50,000	57,000	114.8%

#### Reference: Net Sales by Region (External sales after elimination)

(millions of yen)

	FY2016.3		FY2017.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year
Japan	205,282	446,477	232,858	113.4%	445,000	460,000	103.0%
Americas	19,968	43,556	22,649	113.4%	53,000	50,000	114.8%
Europe	27,275	45,942	18,481	67.8%	46,000	38,000	82.7%
Asia	20,255	39,529	20,581	101.6%	36,000	42,000	106.3%
Elimination and Corporate	—	—	—	—	—	—	—
Total	272,780	575,504	294,569	108.0%	580,000	590,000	102.5%

#### Reference: Operating Income by Region

(millions of yen)

	FY2016.3		FY2017.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year
Japan	23,512	40,970	31,614	134.5%	42,000	48,000	117.2%
Americas	3,068	3,840	2,898	94.5%	4,200	3,200	83.3%
Europe	3,343	4,113	2,224	66.5%	3,800	4,300	104.5%
Asia	3,702	5,235	4,363	117.9%	4,500	6,000	114.6%
Elimination and Corporate	△ 2,465	△ 4,517	△ 2,195	—	△ 4,500	△ 4,500	—
Total	31,160	49,641	38,904	124.9%	50,000	57,000	114.8%

#### Other Data

(millions of yen)

	FY2016.3		FY2017.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year
Capital Investments	9,925	21,321	9,487	95.6%	20,000	20,000	93.8%
Depreciation	9,792	21,626	9,421	96.2%	24,000	24,000	111.0%
R&D Investments	27,033	54,596	27,155	100.5%	55,000	55,000	100.7%
Advertising Expenses	15,904	37,733	16,405	103.2%	40,000	41,500	110.0%
Personnel Expenses	25,850	50,407	25,701	99.4%	50,000	51,000	101.2%

#### Forward-looking Statements:

This document contains figures that are based on the information currently available to management and estimates involving uncertain factors thought likely to have an effect on future Results.

**【Sales of Major IPs ( Groupwide ) 】**

(billion yen)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Mobile Suit Gundam	76.7	36.3	78.6	36.2	71.4
DRAGON BALL	19.4	16.2	34.9	19.8	45.0
ONE PIECE	24.6	12.3	23.3	17.0	26.0
Power Rangers	23.2	9.6	19.1	8.0	24.3
KAMEN RIDER	26.2	5.9	18.6	7.7	22.0
Yo-kai Watch	55.2	23.3	32.9	6.0	12.0
Anpanman	8.1	3.9	9.4	4.7	11.5
Pretty Cure	6.9	3.4	6.7	3.6	8.0
Digimon	0.2	0.4	2.3	1.5	7.0
Aikatsu!	11.7	2.4	4.6	2.4	6.0

**【Sales of Major IPs (Toys and Hobby Business, BANDAI non-consolidated)】**

(billion yen)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Mobile Suit Gundam	22.9	13.7	25.8	13.7	28.0
KAMEN RIDER	20.6	4.6	15.7	7.0	19.6
Anpanman	8.1	3.9	9.4	4.7	11.5
Yo-kai Watch	55.2	21.6	30.8	5.2	10.7
DRAGON BALL	5.8	5.6	11.6	4.5	10.5
Power Rangers	11.3	4.6	7.8	4.4	9.0
Pretty Cure	6.5	3.4	6.6	3.6	7.9
Digimon	0.0	0.2	0.5	0.4	4.4
Ultraman	2.6	1.4	2.7	1.4	4.0
Aikatsu!	8.6	1.5	2.6	1.6	3.9

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Digital card sales	269	120	233	104	240

**【Network Entertainment Business (Sales by major category)】**

(billion yen)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Network content	82.3	42.3	103.9	72.2	135.0
Home video game software	86.5	49.2	95.7	47.3	92.0
Arcade game machine	72.1	26.6	57.9	29.8	60.0
Amusement facility	55.5	29.2	58.6	30.7	61.5

**【Home Video Game Software (Number of titles and unit sales)】**

	FY2016.3				FY2017.3			
	1st Half Results		Full Year Results		1st Half Results		Full Year Forecasts	
	# of Titles	Units Sold (thousand)	# of Titles	Units Sold (thousand)	# of Titles	Units sold (thousand)	# of Titles	Units sold (thousand)
Japan	29	1,922	69	4,698	16	1,956	35	4,000
U.S.	13	4,122	33	8,716	26	4,707	41	10,000
Europe	13	7,138	35	13,272	26	5,848	44	11,500
Group Total	55	13,182	137	26,686	68	12,511	120	25,500
Localized versions	35	-	80	-	26	-	55	-
After elimination of localized versions								
Group Total	20	13,182	57	26,686	42	12,511	65	25,500

**【Arcade Game Machines (Sales by major category, Japan)】**

(billion yen)

Category	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Sales of machines	34.1	10.5	25.5	13.8	27.0
Sales of prizes	29.7	12.7	25.0	12.9	26.5
Total	63.8	23.2	50.5	26.7	53.5

**【Number of Amusement Facilities】**

			FY2015.3	FY2016.3		FY2017.3	
			Full Year Results	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	211	202	202	209	209
		Openings	10	3	7	12	16
		Closures	19	4	4	2	2
		Increase/Decrease	△ 9	△ 1	3	10	14
		End of term	202	201	205	219	223
	Overseas	Start of term	36	35	35	35	35
		Openings	2	0	1	2	2
		Closures	3	0	1	1	1
		Increase/Decrease	△ 1	0	0	1	1
		End of term	35	35	35	36	36
	Total	Start of term	247	237	237	244	244
		Openings	12	3	8	14	18
		Closures	22	4	5	3	3
		Increase/Decrease	△ 10	△ 1	3	11	15
		End of term	237	236	240	255	259
Revenue-sharing facilities	Japan		10	14	74	100	323
	Overseas		1,036	1,057	1,014	994	994
	Total		1,046	1,071	1,088	1,094	1,317
Others	Total		10	11	14	19	19
Facilities Total			1,293	1,318	1,342	1,368	1,595

**【Amusement Facilities (Existing-store sales, YOY, Japan)】**

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2017.3	107.0%	106.3%	109.1%	107.4%	116.0%	104.5%	106.2%	108.4%	107.8%		
FY2016.3	94.3%	98.6%	89.3%	94.3%	95.5%	93.1%	101.7%	96.2%	95.3%		
FY2015.3	89.4%	95.6%	87.7%	91.0%	89.9%	93.9%	84.8%	90.0%	90.5%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2017.3	-	-	-	-	-	-	-	-	-	-	-
FY2016.3	99.2%	90.6%	102.5%	97.6%	96.0%	107.0%	102.5%	103.5%	104.6%	101.2%	98.2%
FY2015.3	89.7%	99.3%	89.5%	92.6%	91.1%	89.5%	95.9%	90.6%	91.5%	92.0%	91.2%

**【Visual and Music Production Business (Sales by main category)】**

(billion yen)

	FY2016.3		FY2017.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Packages	8.9	17.8	10.9	19.0
Events, production, and others	14.6	34.1	16.6	28.0
Total	23.5	51.9	27.5	47.0

**【Visual and Music Production Business (Number of copyrighted productions and running time)】**

Number of copyrighted productions(BANDAI VISUAL)	774 series
Total running time of all copyrighted productions (BANDAI VISUAL)	2,710 hours
Number of copyrighted productions(SUNRISE and BANDAI NAMCO Pictures)	299 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,470 hours

As of September 30, 2016