

August 5, 2015

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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Director, Division General Manager
of the Corporate Planning Division

**Notice Regarding Revisions to Consolidated Projections
for the Second Quarter (Six Months)**

BANDAI NAMCO Holdings Inc. (“the Company”) hereby announces revisions to the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2016 (April 1, 2015 to September 30, 2015) that were announced on May 8, 2015 as described below.

1. Revisions to consolidated projections for the second quarter (six months)
(April 1, 2015 to September 30, 2015)

	Net sales	Operating income	Recurring income	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	245,000	20,000	20,500	13,500	¥61.45
Revised projections (B)	255,000	25,000	25,500	17,000	¥77.39
Change in amount (B-A)	10,000	5,000	5,000	3,500	–
Change (%)	4.1	25.0	24.4	25.9	–
(Reference) Results for the previous second quarter (The second quarter of the fiscal year ended March 31, 2015)	259,333	31,875	33,389	21,272	¥96.83

2. Reasons for revisions

In the first quarter (three months), the Network Entertainment Business saw strong sales of home video game software overseas, including repeat sales of *DRAGONBALL XENOVERSE*, which was launched in the previous fiscal year. In Japan and overseas, network content such as game applications for smartphones and PC online games also contributed to performance. Furthermore, in the Toys and Hobby Business in Japan and Asia, long-established IP (Intellectual Property: intellectual property of characters) such as *Mobile Suit Gundam* and products including *Yokai Watch* had favorable sales. In addition, there were favorable sales of products and services of *LoveLive! School idol project*, which is IP for which the Visual and Music Production Business has developed visual content in conjunction with music content and live events.

In light of the actual results for the first quarter (three months) and recent business trends of each business segment, the consolidated projections for the second quarter (six months) announced on May 8, 2015, have been revised as shown above.

The consolidated projections for the full fiscal year are not revised in light of coming Christmas and New Year selling season and the continuation of dramatic changes in the market environment.

* 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