



November 6, 2020

Name of listed company:  
BANDAI NAMCO Holdings Inc.  
Name of representative:  
Mitsuaki Taguchi,  
President and Representative Director  
(Code Number: 7832 TSE 1st section)  
Contact: Yuji Asako,  
Director, Division General Manager  
of the Corporate Planning Division

### **Notice Regarding Differences Between Consolidated Projections and Actual Results for the Second Quarter (Six Months)**

BANDAI NAMCO Holdings Inc. (“the Company”) hereby announces the following differences between the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2021 (April 1, 2020 to September 30, 2020) that were announced on August 7, 2020 and the actual results that were announced today.

1. Differences between consolidated projections and actual results for the second quarter (six months) (April 1, 2020 to September 30, 2020)

	Net sales	Operating profit	Recurring profit	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	315,000	30,000	30,500	20,000	¥91.05
<u>Actual results (B)</u>	<u>337,122</u>	<u>45,930</u>	<u>47,193</u>	<u>31,715</u>	<u>¥144.38</u>
Difference in amount (B-A)	22,122	15,930	16,693	11,715	–
Difference (%)	7.0	53.1	54.7	58.6	–
(Reference) Results for the previous second quarter (The second quarter of the fiscal year ended March 31, 2020)	349,327	47,941	48,746	34,607	¥157.45

2. Reasons for differences

During the second quarter (six months) of the fiscal year ending March 31, 2021, every business was impacted by the spread of the novel coronavirus disease (COVID-19). Nevertheless, the actual results for the second quarter (six months) exceeded the Company’s projections, and business portfolios centered around the IP axis proved effective in the following businesses: in the Toys and Hobby Business, products for the mature fan base, such as plastic models of the *Mobile Suit Gundam* series and collectible figures gained popularity; while in the Network Entertainment Business, there was brisk repeat sales of key titles in network content and existing home video game titles.

For consolidated projections for the full fiscal year ending March 31, 2021, as the spread of COVID-19 is expected to have an impact on society and the economy overall, and the future situation is expected to remain unclear in countries around the world, it is difficult to calculate the impacts on each business properly. In addition to the impact of the spread of COVID-19 on each business, we plan to reexamine the trend for the coming Christmas and New Year selling season, which is the largest selling season of the year for the Toys and Hobby Business, progress on the development and sales schedule of home video games, and other factors when their impact on earnings has become clear; therefore, at this stage we have not revised the previous projection.

We will promptly disclose any potential impacts on earnings due to changes in the market environment and so forth going forward.

\*For your reference, we are experiencing or expect to experience the following impacts on business operations from the spread of COVID-19.

- Impact on consumption due to factors including the closure of sales outlets
- Postponement or cancellation of events and an associated impact on promotion
- Impact on the development schedule of products
- Impact on the production schedule of the Group's factories and other cooperating factories
- Impact on the development schedule of home video games and network content and on operation systems
- Impact from the closure of amusement facilities
- Impact on the schedules or releases of visual productions and package launch scheduled

End of notice