



August 7, 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 Postponement in Starting the Next Mid-term Plan and Reorganization of the Group Structure**

BANDAI NAMCO Holdings Inc. (the “Company”) announces that it decided at its Board of Directors Meeting held today to postpone the start of the next three-year Mid-term Plan, which was scheduled to start in the fiscal year ending March 31, 2022 (April 2021), by one year to the fiscal year ending March 31, 2023 (April 2022). In addition, the Company decided to reorganize the Units in April 2021.

### 1. Reasons for Postponement in Starting the Next Mid-term Plan

Going forward, as customers’ lifestyles and sense of value are expected to undergo substantial changes and in light of changes in our business environment and the results and challenges of the current Mid-term Plan, the Company has determined that it is necessary to formulate the next Mid-term Plan, which will serve as a new approach for BANDAI NAMCO in a new era. From the fiscal year ending March 31, 2021 of the currently progressing plan through the fiscal year ending March 31, 2022, the Company will formulate the next Mid-term Plan and has positioned it as a period for preparing the business foundation and organizational structure for promoting our business strategies. In addition, as the novel coronavirus disease (COVID-19) continues to spread and impact society and the entire economy, the future outlook remains unclear. Given this unclear environment, there are many uncertainties, and if the Company were to formulate and present the next Mid-term Plan assuming it would start from the fiscal year ending March 31, 2022, the Company has determined that there would be concerns over the reliability of the plan.

### 2. Reorganization of the Group Structure

Ahead of starting the next Mid-term Plan in April 2022, the Company will combine the Toys and Hobby Unit and Network Entertainment Unit as well as the Visual and Music Production Unit and IP Creation Unit in April 2021. The Real Entertainment Unit will work to create a business base that can generate steady earnings looking toward the next Mid-term Plan.

In order for the BANDAI NAMCO Group to continue achieving sustainable medium- and long-term growth, it is necessary to strengthen the IP axis strategy globally. Therefore, the Company must quickly respond to changes in the environment, boost the capability to create IP and increase competitiveness in global markets. By combining Units, the Company will build a structure that enables close cooperation and further integration of the businesses around the world under the ALL BANDAI NAMCO concept.

Through the combination of the Toys and Hobby Unit, which focuses on the business of physical products, and the

Network Entertainment Unit, which focuses on the business of digital content, the Company will promote closer coordination of business activities centered around the IP axis and cooperation and expansion that mutually utilize a wide range of outputs, while enhancing our creation of entertainment and strengthening the digital transformation corresponding to customers' new sense of value. With these changes, the Company aims to increase competitiveness in global markets.

Through the combination of the Visual and Music Production Unit, which carries out IP creation and production, and the IP Creation Unit, whose mission is IP creation, the Company will consolidate the studio and production functions and strengthen the IP creation function so that it can generate synergies through a wider range of collaborations outside of the Unit, such as with the Group's businesses and external partners.

[Current Unit Structure] → Five Units

- Toys and Hobby
- Network Entertainment
- Real Entertainment
- Visual and Music Production
- IP Creation

[Unit Structure After Change (From April 2021/Scheduled)] → Three Units

- Combined Unit of Toys and Hobby and Network Entertainment
- Real Entertainment
- Combined Unit of Visual and Music Production and IP Creation

End of notice