

August 4, 2016

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

BANDAI NAMCO Holdings Inc. (“the Company”) hereby announces the decision, made at a Board of Directors meeting held on August 4, 2016, to revise the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2017 (April 1, 2016 to September 30, 2016) that were announced on May 11, 2016 as described below.

1. Revisions to consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2017
(April 1, 2016 to September 30, 2016)

	Net sales	Operating income	Recurring income	Profit attributable to owners of parent	Basic earnings per share
	(¥ million)	(¥ million)	(¥ million)	(¥ million)	
Previous projections (A)	275,000	23,000	23,500	16,500	¥75.11
Revised projections (B)	290,000	32,000	32,000	24,000	¥109.25
Change in amount (B-A)	15,000	9,000	8,500	7,500	–
Change (%)	5.5	39.1	36.2	45.5	–
(Reference) Results for the previous second quarter (The second quarter of the fiscal year ended March 31, 2016)	272,780	31,160	33,215	22,762	¥103.61

2. Reasons for revisions

In the first quarter (three months) of the fiscal year ending March 31, 2017, there were favorable sales for overseas home video game software and Japanese and overseas network content in the Network Entertainment Business, and in the Visual and Music Production Business.

For home video game software in the Network Entertainment Business, in North America and Europe, sales were favorable for the new title *DARK SOULS III*, repeat titles, and titles owned by other companies sold utilizing the Company’s sales network. In network content such as social games, 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, continued to attract popularity. In the Visual and Music Production Business, sales were favorable for the *GIRLS und PANZER* series with visual and music package software, and related products centered on a movie release. Also, the *LoveLive! School idol project* 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 first quarter (three months) and recent business trends of each business segment, the consolidated projections for the second quarter (six months) 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 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