



February 9, 2018

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 Reorganization of Subsidiaries**

BANDAI NAMCO Holdings Inc. (“the Company”) hereby announces that the Board of Directors Meeting has passed the resolution today to reorganize its subsidiaries.

#### 1. Purpose

The BANDAI NAMCO Group (“the Group”) executes business strategies for each unit comprising business companies aggregated under a holding company.

From the three-year new Mid-term Plan starting in April 2018, the name of the units of aggregated business companies will be changed from “SBUs” (Strategic Business Units) to “Units.” In addition, to enable swifter advancement of the main strategies for each mission, such as accelerating evolution in IP axis strategy and empowering the push into new entertainment, the Group will shift from its previous three-SBU structure (Toys and Hobby, Network Entertainment, Visual and Music Production) to a five-Unit structure (Toys and Hobby, Network Entertainment, Real Entertainment, Visual and Music Production, IP Creation). In line with this change, the subsidiaries belonging to each unit will be reorganized.

(\*For details of the Mid-term Plan, refer to the disclosure materials “Mid-term Plan of the BANDAI NAMCO Group (From April 2018 to March 2021).”)

#### 2. Content of reorganization of subsidiaries

- (1) In the Toys and Hobby Unit, a wholly-owned subsidiary of the Company, BANDAI SPIRITS CO., LTD. will be established on February 15, 2018 as a split preparation company to strengthen the business in products for adult customers in Japan and overseas. From the effective date of April 1, 2018, the business divisions of BANDAI CO., LTD. that deal with products for adult customers such as figures and plastic models and the business divisions that deal with prizes for convenience stores and so forth within BANPRESTO CO., LTD. will be transferred in a company split to BANDAI SPIRITS CO., LTD.

- (2) To strengthen the real entertainment business, which provides content for real-world based facilities, services, equipment, and so forth, unique to the Group, on the effective date of April 1, 2018, the amusement machine business division of BANDAI NAMCO Entertainment Inc. will be transferred in an absorption-type company split to NAMCO LIMITED, which conducts the planning and operation of amusement facilities. Furthermore, on the effective date, the trade name of NAMCO LIMITED will be changed to BANDAI NAMCO Amusement Inc. BANDAI NAMCO Amusement Inc. will become the core company (supervising company of business companies belonging to a unit) of the Real Entertainment Unit, which is to be established in April 2018, to promote its business.
- (3) To enable more integrated development of visual products, music, and live events, on the effective date of April 1, 2018, the visual business operating company BANDAI VISUAL CO., LTD. will merge as the surviving company with the music business operating company Lantis Co., Ltd. Furthermore, on the effective date, the trade name of BANDAI VISUAL CO., LTD. will be changed to BANDAI NAMCO Arts Inc. BANDAI NAMCO Arts Inc. will become the core company of the Visual and Music Production Unit in April 2018 to promote its business.

### 3. Overview of subsidiaries after reorganization

(The overview of subsidiaries may change from the plan at the time of disclosure.)

- |     |                         |                                                                                                                                      |
|-----|-------------------------|--------------------------------------------------------------------------------------------------------------------------------------|
| (1) | Name                    | BANDAI SPIRITS CO., LTD.                                                                                                             |
| (2) | Establishment           | February 15, 2018                                                                                                                    |
| (3) | Location                | Komagata, Taito-ku, Tokyo                                                                                                            |
| (4) | Representative          | Masaru Kawaguchi, President and Representative Director                                                                              |
| (5) | Description of business | Planning, development, manufacture and sales of toys, plastic models, prizes for convenience stores and so forth for adult customers |
| (6) | Common stock            | ¥100 million (wholly-owned subsidiary of the Company)                                                                                |
| (7) | Number of employees     | About 450                                                                                                                            |
| (8) | Logo                    |                                                                                                                                      |



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|-----------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| (1) Name                    | BANDAI NAMCO Amusement Inc.                                                                                                                                                                               |
| (2) Change in trade name    | April 1, 2018                                                                                                                                                                                             |
| (3) Location                | Mita, Minato-ku, Tokyo                                                                                                                                                                                    |
| (4) Representative          | Hitoshi Hagiwara, President and Representative Director                                                                                                                                                   |
| (5) Description of business | Real entertainment business, including planning, production, and sales of amusement machines, and planning and operation of amusement facilities and facilities incorporating virtual reality (VR) and IP |
| (6) Common stock            | ¥10,000 million (wholly-owned subsidiary of the Company)                                                                                                                                                  |
| (7) Number of employees     | About 750                                                                                                                                                                                                 |
| (8) Logo                    |                                                                                                                                                                                                           |



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|-----------------------------|-------------------------------------------------------------------------------------------------------|
| (1) Name                    | BANDAI NAMCO Arts Inc.                                                                                |
| (2) Change in trade name    | April 1, 2018                                                                                         |
| (3) Location                | Ebisu, Shibuya-ku, Tokyo                                                                              |
| (4) Representative          | Kazumi Kawashiro, President and Representative Director                                               |
| (5) Description of business | Planning, development, and sales of visual and music content, package software, and live events, etc. |
| (6) Common stock            | ¥2,182.5 million (wholly-owned subsidiary of the Company)                                             |
| (7) Number of employees     | About 240                                                                                             |
| (8) Logo                    |                                                                                                       |



#### 4. Future outlook

The effect of this reorganization on the consolidated operating results for the fiscal year ending March 31, 2018 is immaterial.

End of notice