

BANDAI NAMCO GROUP Information Meeting

(Second Quarter of the Fiscal Year ending March 2013)

November 2, 2012

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President & Representative Director
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BANDAI NAMCO Group

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FY2013.3 Performance

BANDAI NAMCO Group

1st Half Results



(billion yen)

| | FY2012.3 1 st half results | FY2013.3 1 st half Previous Forecasts | FY2013.3 1 st half results | YOY | VS. Previous Forecasts |
|-------------------------|---|---|---|-------|---------------------------|
| Net Sales | 194.2 | 215.0 | 222.6 | +28.4 | +7.6 |
| Operating Income | 15.7 | 20.0 | 27.7 | +12.0 | +7.7 |
| Recurring Income | 15.9 | 20.0 | 28.0 | +12.1 | +8.0 |
| Net Income | 8.0 | 12.0 | 17.3 | +9.3 | +5.3 |
| Capital Expenditures | 5.3 | 5.5 | 7.5 | +2.2 | +2.0 |
| Depreciation | 8.3 | 8.5 | 8.5 | +0.2 | 0 |
| R&D Investments | 19.0 | 19.0 | 20.4 | +1.4 | +1.4 |
| Advertising Expenses | 13.2 | 14.0 | 14.3 | +1.1 | +0.3 |
| Personnel Expenses | 20.8 | 21.5 | 20.9 | +0.1 | -0.6 |

1st Half Results by Segments



Upper Cell : Net Sales Lower Cell : Operating Income

(billion yen)

| | FY2012.3 | FY20 | 013.3 1st h | alf |
|---------------|---------------------------------|---------|-----------------------|-------|
| | 1 st half results | Results | Previous Forecasts | YOY |
| Toys and | 81.6 | 80.4 | 78.0 | -1.2 |
| Hobby | 8.9 | 6.4 | 6.5 | -2.5 |
| Content | 86.7 | 116.6 | 114.0 | +29.9 |
| Content | 5.3 | 20.1 | 13.5 | +14.8 |
| Amusement | 31.3 | 29.8 | 30.5 | -1.5 |
| Facility | 1.8 | 1.0 | 1.5 | -0.8 |
| Other | 11.5 | 12.8 | 11.0 | +1.3 |
| Other | 1.0 | 1.2 | 0.5 | +0.2 |
| Corporate and | -16.9 | -17.2 | -18.5 | -0.3 |
| Elimination | -1.5 | -1.1 | -2.0 | +0.4 |
| Consolidated | 194.2 | 222.6 | 215.0 | +28.4 |
| Consondated | 15.7 | 27.7 | 20.0 | +12.0 |

Toys and Hobby

Japan: Long-established character toys and goods for adult customers performed well

US&EU: POWER RANGERS gained popularity

Asia: Plastic models and goods for adult customers gained popularity

Content

"Intellectual Property (IP)-Focused Strategy" produced excellent results In particular, network content significantly contributed to earnings growth

Amusement Facility

Same store sales in Japan lost the previous year's momentum and fell short at 94.6% YOY

Full Year Forecasts



(billion yen)

| | FY | 2012.3 Res | ults | FY2013 | YOY | | |
|-------------------------|----------------------|----------------------|-----------|----------------------|----------------------|-----------|------|
| | 1 st half | 2 nd half | Full Year | 1 st half | 2 nd half | Full Year | 101 |
| Net Sales | 194.2 | 260.0 | 454.2 | 222.6 | 232.4 | 455.0 | +0.8 |
| Operating Income | 15.7 | 18.9 | 34.6 | 27.7 | 12.3 | 40.0 | +5.4 |
| Recurring Income | 15.9 | 19.0 | 34.9 | 28.0 | 12.0 | 40.0 | +5.1 |
| Net Income | 8.0 | 11.3 | 19.3 | 17.3 | 5.7 | 23.0 | +3.7 |
| Capital Expenditures | 5.3 | 7.5 | 12.8 | 7.5 | 7.5 | 15.0 | +2.2 |
| Depreciation | 8.3 | 9.8 | 18.1 | 8.5 | 10.0 | 18.5 | +0.4 |
| R&D Investments | 19.0 | 22.1 | 41.1 | 20.4 | 19.6 | 40.0 | -1.1 |
| Advertising Expenses | 13.2 | 20.1 | 33.3 | 14.3 | 18.2 | 32.5 | -0.8 |
| Personnel Expenses | 20.8 | 22.7 | 43.5 | 20.9 | 23.1 | 44.0 | +0.5 |

Full Year Forecasts by Segments



Upper Cell : Net Sales

Lower Cell: Operating Income

(billion yen)

| | FY2012.3 Results | | | FY2013 | FY2013.3 Results/Forecasts | | | | |
|--------------------|----------------------|----------------------|-----------|----------|----------------------------|-----------|-------|--|--|
| | 1 st half | 2 nd half | Full Year | 1st half | 2 nd half | Full Year | | | |
| Toys and | 81.6 | 96.3 | 177.9 | 80.4 | 89.6 | 170.0 | -7.9 | | |
| Hobby | 8.9 | 7.2 | 16.1 | 6.4 | 7.1 | 13.5 | -2.6 | | |
| Content | 86.7 | 138.8 | 225.5 | 116.6 | 122.4 | 239.0 | +13.5 | | |
| Comen | 5.3 | 11.7 | 17.0 | 20.1 | 7.9 | 28.0 | +11.0 | | |
| Amusement | 31.3 | 29.7 | 61.0 | 29.8 | 30.2 | 60.0 | -1.0 | | |
| Facility | 1.8 | 0.5 | 2.3 | 1.0 | 0 | 1.0 | -1.3 | | |
| Other | 11.5 | 15.9 | 27.4 | 12.8 | 12.2 | 25.0 | -2.4 | | |
| Other | 1.0 | 1.0 | 2.0 | 1.2 | -0.2 | 1.0 | -1.0 | | |
| Corporate | -16.9 | -20.9 | -37.8 | -17.2 | -21.8 | -39.0 | -1.2 | | |
| and Elimination | -1.5 | -1.4 | -2.9 | -1.2 | -2.3 | -3.5 | -0.6 | | |
| Consolidated | 194.2 | 260.0 | 454.2 | 222.6 | 232.4 | 455.0 | +0.8 | | |
| Consolidated | 15.7 | 18.9 | 34.6 | 27.7 | 12.3 | 40.0 | +5.4 | | |
| | RANDAI NAMCO | | | | | | | | |

Results by Segments



| Toys and | Toys and FY2012.3 Results | | | FY2013. | FY2013.3 Results/Forecasts | | | Full Year |
|------------------|---------------------------|----------------------|-----------|----------|----------------------------|-----------|------|-----------|
| Hobby | 1st half | 2 nd halt | Full Year | 1st half | 2 nd halt | Full Year | YOY | YOY |
| Net Sales | 81.6 | 96.3 | 177.9 | 80.4 | 89.6 | 170.0 | -6.7 | -7.9 |
| Operating Profit | 8.9 | 7.2 | 16.1 | 6.4 | 7.1 | 13.5 | -0.1 | -2.6 |

Decrease in gross profit due to a change in the product mix Increase in advertizing expenses, etc. in the U.S.

| Contont | FY2 | 012.3 Resi | ults | FY2013.3 Results/Forecasts | | | 2 nd half | Full Year |
|------------------|----------|----------------------|-----------|----------------------------|----------------------|-----------|----------------------|-----------|
| Content | 1st half | 2 nd halt | Full Year | 1st half | 2 nd halt | Full Year | YOY | YOY |
| Net Sales | 86.7 | 138.8 | 225.5 | 116.6 | 122.4 | 239.0 | -16.4 | +13.5 |
| Operating Profit | 5.3 | 11.7 | 17.0 | 20,1 | 7.9 | 28.0 | -3.8 | +11.0 |

Pachinko and pachi-slot machines: Sales of LCD units concentrated in the 1st half

Winnel of the Prize Percent of the Prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales of the prize by interest hand on the sales

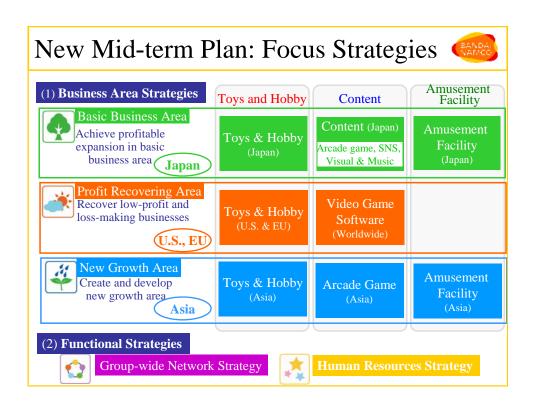
Visual software: Repeat and lucrative titles in the 1st half; and new titles with initial cost in the 2nd half

| Amusement | FY2012.3 Results | | | FY2013.3 Results/Forecasts | | | 2 nd half | Full Year |
|------------------|------------------|----------------------|-----------|----------------------------|----------------------|-----------|----------------------|-----------|
| Facility | 1st half | 2 nd halt | Full Year | 1st half | 2 nd halt | Full Year | YOY | YOY |
| Net Sales | 31.3 | 29.7 | 61.0 | 29.8 | 30.2 | 60.0 | +0.5 | -1.0 |
| Operating Profit | 1.8 | 0.5 | 2.3 | 1.0 | 0 | 1.0 | -0.5 | -1.3 |

Reflecting the effects of a decline in same store sales in Japan in the 1st half



Business Strategies









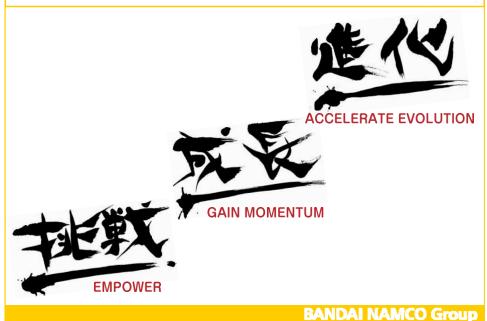






Mid-term Vision





Note on Projections

This document contains forward-looking statements and information related to the BANDAI NAMCO Group that are based on our knowledge as well as various assumptions made on the basis of information currently available. The words "forecast," "plan," "target," "estimation," "projection," "intend," "will" and similar expressions, as related to the Group, are intended to identify forward-looking statements and information. Actual results could differ materially from those projected in such forward-looking statements.