



# BANDAI NAMCO Holdings Inc.

## Financial Highlights for the Third Quarter of the Fiscal Year Ending March 2016

### BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

#### Summary of Income Statement

(millions of yen)

	FY2015.3				FY2016.3						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. prior year	Full Year Previous Forecasts	Full Year New Forecasts	% vs. prior year
Net Sales	259,333	149,843	409,176	565,486	272,780	152,403	425,183	103.9%	530,000	560,000	99.0%
Gross Profit	103,659	55,714	159,373	213,112	103,456	52,319	155,775	97.7%	195,000	195,000	91.5%
Operating Income	31,875	15,764	47,639	56,320	31,160	14,113	45,273	95.0%	45,000	43,000	76.3%
Recurring Income	33,389	16,837	50,226	59,383	33,215	13,960	47,175	93.9%	46,000	45,000	75.8%
Profit Attributable to Owners of Parent	21,272	10,691	31,963	37,588	22,762	11,858	34,620	108.3%	30,000	30,000	79.8%

#### Net Sales by Segment

(millions of yen)

	FY2015.3				FY2016.3						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. prior year	Full Year Previous Forecasts	Full Year New Forecasts	% vs. prior year
Toys and Hobby	106,366	72,790	179,156	230,918	103,985	58,066	162,050	90.5%	210,000	215,000	93.1%
Network Entertainment	134,004	66,815	200,818	296,442	147,208	80,422	227,631	113.4%	300,000	310,000	104.6%
Visual and Music Production	22,364	11,472	33,836	43,773	23,582	14,202	37,784	111.7%	35,000	45,000	102.8%
Other	13,487	7,268	20,756	27,006	13,488	7,278	20,766	100.0%	28,000	28,000	103.7%
Elimination and Corporate	△ 16,889	△ 8,502	△ 25,391	△ 32,655	△ 15,483	△ 7,566	△ 23,049	-	△ 43,000	△ 38,000	-
Total	259,333	149,843	409,176	565,486	272,780	152,403	425,183	103.9%	530,000	560,000	99.0%

#### Operating Income by Segment

(millions of yen)

	FY2015.3					FY2016.3								
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	OP Margin	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs. prior year	Full Year Previous Forecasts	Full Year New Forecasts	OP Margin	% vs. prior year
Toys and Hobby	9,721	9,739	19,459	17,040	7.4%	11,571	5,960	17,532	10.8%	90.1%	15,000	17,000	7.9%	99.8%
Network Entertainment	14,375	3,585	17,960	29,290	9.9%	14,774	4,268	19,042	8.4%	106.0%	25,000	20,000	6.5%	68.3%
Visual and Music Production	7,992	2,153	10,145	10,077	23.0%	5,910	4,148	10,058	26.6%	99.1%	7,000	9,000	20.0%	89.3%
Other	928	637	1,565	1,462	5.4%	528	549	1,078	5.2%	68.9%	1,000	1,000	3.6%	68.4%
Elimination and Corporate	△ 1,141	△ 350	△ 1,491	△ 1,549	-	△ 1,625	△ 812	△ 2,437	-	-	△ 3,000	△ 4,000	-	-
Total	31,875	15,764	47,639	56,320	10.0%	31,160	14,113	45,273	10.6%	95.0%	45,000	43,000	7.7%	76.3%

Note: Due to the group reorganization, new business segments are applied from FY2016.3.

#### Reference: Net Sales by Region (External sales after elimination)

(millions of yen)

	FY2015.3				FY2016.3						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. prior year	Full Year Previous Forecasts	Full Year New Forecasts	% vs. prior year
Japan	219,121	124,506	343,627	470,868	205,282	121,217	326,499	95.0%	430,000	431,000	91.5%
Americas	14,434	8,903	23,337	35,687	19,968	10,710	30,678	131.5%	37,000	42,000	117.7%
Europe	13,351	8,557	21,908	31,536	27,275	9,433	36,708	167.6%	34,000	47,000	149.0%
Asia	12,426	7,878	20,304	27,395	20,255	11,043	31,298	154.1%	29,000	40,000	146.0%
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-
Total	259,333	149,844	409,176	565,486	272,780	152,403	425,183	103.9%	530,000	560,000	99.0%

#### Reference: Operating Income by Region

(millions of yen)

	FY2015.3					FY2016.3								
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	OP Margin	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	OP Margin	% vs. prior year	Full Year Previous Forecasts	Full Year New Forecasts	OP Margin	% vs. prior year
Japan	30,169	16,304	46,473	54,243	11.5%	23,512	13,074	36,586	11.2%	78.7%	43,500	35,000	8.1%	64.5%
Americas	1,354	△ 864	490	1,372	3.8%	3,068	434	3,502	11.4%	714.7%	1,000	4,000	9.5%	291.5%
Europe	357	△ 354	3	455	1.4%	3,343	204	3,547	9.7%	118233.3%	500	3,500	7.4%	769.2%
Asia	1,490	1,242	2,732	2,529	9.2%	3,702	1,401	5,103	16.3%	186.8%	2,000	5,500	13.8%	217.5%
Elimination and Corporate	△ 1,495	△ 565	△ 2,060	△ 2,279	-	△ 2,465	△ 1,000	△ 3,465	-	-	△ 2,000	△ 5,000	-	-
Total	31,875	15,763	47,638	56,320	10.0%	31,160	14,113	45,273	10.6%	95.0%	45,000	43,000	7.7%	76.3%

#### Other Data

(millions of yen)

	FY2015.3				FY2016.3						
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. prior year	Full Year Previous Forecasts	Full Year New Forecasts	% vs. prior year
Capital Investments	8,538	6,941	15,479	22,298	9,925	4,958	14,883	96.1%	20,000	24,000	107.6%
Depreciation	10,427	6,293	16,720	23,713	9,792	5,589	15,381	92.0%	20,000	20,000	84.3%
R&D Investments	25,781	12,699	38,480	55,761	27,033	13,630	40,663	105.7%	50,000	52,000	93.3%
Advertising Expenses	17,011	10,818	27,829	41,310	15,904	10,538	26,442	95.0%	40,000	40,000	96.8%
Personnel Expenses	23,888	12,861	36,749	49,258	25,850	11,631	37,481	102.0%	48,000	48,000	97.4%

Forward-looking Statements: This document contains figures that are based on the information currently available to management and estimates involving uncertain factors thought likely to have an effect on future

**【Sales of Major IPs ( Groupwide )】**

(billion yen)

	FY2014.3	FY2015.3		FY2016.3	
	Full Year	3Q (9 mo.)	Full Year	3Q (9 mo.)	Full Year Forecasts
Mobile Suit Gundam	80.2	54.9	76.7	55.4	78.5
Yo-kai Watch	1.4	43.0	55.2	30.3	32.0
DRAGON BALL	11.4	8.3	19.4	25.0	32.9
ONE PIECE	26.8	16.7	24.6	17.3	23.0
Power Rangers	25.3	17.6	23.2	14.7	21.6
KAMEN RIDER	30.7	21.7	26.2	13.8	21.0
Anpanman	10.3	6.2	8.1	6.8	9.5
Pretty Cure	10.5	4.8	6.9	4.4	7.1
Aikatsu!	15.9	9.5	11.7	3.7	4.9

**【Sales of Major IPs (Toys and Hobby Business, BANDAI non-consolidated)】**

(billion yen)

	FY2014.3	FY2015.3		FY2016.3	
	Full Year	3Q (9 mo.)	Full Year	3Q (9 mo.)	Full Year Forecasts
Yo-kai Watch	1.4	43.0	55.2	28.3	30.0
Mobile Suit Gundam	18.4	17.9	22.9	20.6	25.5
KAMEN RIDER	22.3	17.3	20.6	12.1	18.0
DRAGON BALL	6.4	4.2	5.8	8.9	12.0
Anpanman	10.3	6.2	8.1	6.8	9.5
Power Rangers	14.4	8.8	11.3	5.4	9.0
Pretty Cure	9.8	4.5	6.5	4.4	7.0
Aikatsu!	13.0	7.4	8.6	2.1	3.0
Ultraman	3.2	2.1	2.6	1.9	3.0

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2014.3	FY2015.3		FY2016.3	
	Full Year	3Q (9 mo.)	Full Year	3Q (9 mo.)	Full Year Forecasts
Digital card sales	306	216	269	174	230

**【Network Entertainment Business (Sales by major category)】**

(billion yen)

	FY2014.3	FY2015.3		FY2016.3	
	Full Year	3Q (9 mo.)	Full Year	3Q (9 mo.)	Full Year Forecasts
Network content	68.4	59.6	82.3	72.3	98.0
Home video game software	84.9	53.6	86.5	72.9	92.0
Arcade game machine	77.0	47.3	72.1	39.0	59.0
Amusement facility	58.1	41.0	55.5	43.1	61.0

**【Home Video Game Software (Number of titles and unit sales)】**

	FY2015.3				FY2016.3			
	3Q (9 mo.)		Full Year		3Q (9 mo.)		Full Year Forecasts	
	# of titles	Units Sold (thousand)	# of titles	Units Sold (thousand)	# of titles	Units sold (thousand)	# of titles	Units sold (thousand)
Japan	66	4,062	110	7,075	48	3,713	75	5,200
U.S.	31	3,859	45	6,734	20	6,448	40	9,000
Europe	37	6,586	59	7,874	20	10,519	45	11,500
Group Total	134	14,507	214	21,683	88	20,680	160	25,700
Localized versions	92	-	148	-	54	-	110	-
After elimination of localized versions								
Group Total	42	14,507	66	21,683	34	20,680	50	25,700

**【Arcade Game Machines (Sales by major category, Japan)】**

(billion yen)

Category	FY2014.3	FY2015.3		FY2016.3	
	Full Year	3Q (9 mo.)	Full Year	3Q (9 mo.)	Full Year Forecasts
Video games	18.5	5.2	13.0	4.0	11.4
Electrical-mechanical games	3.4	1.0	1.2	0.7	1.3
Medal games	2.7	1.1	1.6	1.6	1.6
Other	18.6	12.7	18.3	9.6	12.7
Total Sales of machines	43.2	20.0	34.1	15.9	27.0
Sales of prizes	27.7	22.5	29.7	18.6	25.0
Total	70.9	42.5	63.8	34.5	52.0

**【Number of Amusement Facilities】**

			FY2014.3	FY2015.3		FY2016.3	
			Full Year	3Q (9 mo.)	Full Year	3Q (9 mo.)	Full Year Forecasts
Directly managed facilities	Japan	Start of term	216	211	211	202	202
		Openings	11	10	10	7	7
		Closures	16	14	19	4	4
		Increase/Decrease	△ 5	△ 4	△ 9	3	3
		End of term	211	207	202	205	205
	Overseas	Start of term	38	36	36	35	35
		Openings	2	0	2	0	1
		Closures	4	3	3	1	1
		Increase/Decrease	△ 2	△ 3	△ 1	△ 1	0
		End of term	36	33	35	34	35
	Total	Start of term	254	247	247	237	237
		Openings	13	10	12	7	8
		Closures	20	17	22	5	5
		Increase/Decrease	△ 7	△ 7	△ 10	2	3
		End of term	247	240	237	239	240
	Revenue-sharing facilities	Japan	10	10	10	30	30
Overseas		1,034	1,042	1,036	1,017	1,071	
Total		1,044	1,052	1,046	1,047	1,101	
Others	Total	6	10	10	12	12	
	Facilities Total	1,297	1,302	1,293	1,298	1,353	

**【Amusement Facilities (Existing-store sales, YOY, Japan)】**

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2016.3	94.3%	98.6%	89.3%	94.3%	95.5%	93.1%	101.7%	96.2%	95.3%		
FY2015.3	89.4%	95.6%	87.7%	91.0%	89.9%	93.9%	84.8%	90.0%	90.5%		
FY2014.3	92.3%	90.8%	97.6%	93.4%	92.4%	99.3%	93.9%	95.6%	94.6%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2016.3	99.2%	90.6%	102.5%	97.6%	96.0%	-	-	-	-	-	-
FY2015.3	89.7%	99.3%	89.5%	92.6%	91.1%	89.5%	95.9%	90.6%	91.5%	92.0%	91.2%
FY2014.3	91.4%	93.2%	94.2%	93.0%	94.1%	95.2%	89.1%	93.9%	93.1%	93.1%	93.8%

**【Visual and Music Production Business (Sales by main category)】**

(billion yen)

	Packages	Production, licensing, distribution, events and others	Total
FY2016.3 (Full Year Forecasts)	17.5	27.5	45.0
FY2016.3 3Q (9 mo.)	15.0	22.7	37.7
FY2015.3 (Full Year)	17.9	25.8	43.7

**【Visual and Music Production Business (Number of copyrighted productions and running time)】**

Number of copyrighted productions(BANDAI VISUAL)	761 series
Total running time of all copyrighted productions (BANDAI VISUAL)	2,649 hours
Number of copyrighted productions(SUNRISE and BANDAI NAMCO Pictures)	291 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,407 hours

As of December, 2015