



# BANDAI NAMCO Holdings Inc.

## Financial Highlights for the Fiscal Year Ended March 2016

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

#### Summary of Income Statement

(millions of yen)

	FY2015.3	FY2016.3				FY2017.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Net Sales	565,486	272,780	302,724	575,504	101.8%	275,000	305,000	580,000	100.8%
Gross Profit	213,112	103,456	99,144	202,600	95.1%	94,000	111,000	205,000	101.2%
Operating Income	56,320	31,160	18,481	49,641	88.1%	23,000	27,000	50,000	100.7%
Recurring Income	59,383	33,215	17,559	50,774	85.5%	23,500	27,500	51,000	100.4%
Profit Attributable to Owners of Parent	37,588	22,762	11,821	34,583	92.0%	16,500	18,500	35,000	101.2%

#### Net Sales by Segment

(millions of yen)

	FY2015.3	FY2016.3				FY2017.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Toys and Hobby	230,918	103,985	102,439	206,424	89.4%	100,000	110,000	210,000	101.7%
Network Entertainment	296,442	147,209	173,733	320,941	108.3%	160,000	180,000	340,000	105.9%
Visual and Music Production	43,773	23,582	28,385	51,967	118.7%	21,000	22,000	43,000	82.7%
Other	27,006	13,488	13,968	27,456	101.7%	14,000	14,000	28,000	102.0%
Elimination and Corporate	△ 32,655	△ 15,483	△ 15,802	△ 31,285	-	△ 20,000	△ 21,000	△ 41,000	-
Total	565,486	272,781	302,723	575,504	101.8%	275,000	305,000	580,000	100.8%

#### Operating Income by Segment

(millions of yen)

	FY2015.3	FY2016.3					FY2017.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. prior year
Toys and Hobby	17,040	11,572	5,067	16,639	8.1%	97.6%	6,500	9,500	16,000	7.6%	96.2%
Network Entertainment	29,290	14,774	9,156	23,930	7.5%	81.7%	14,000	14,000	28,000	8.2%	117.0%
Visual and Music Production	10,077	5,910	5,755	11,665	22.4%	115.8%	4,000	5,000	9,000	20.9%	77.2%
Other	1,462	529	595	1,123	4.1%	76.8%	500	500	1,000	3.6%	89.0%
Elimination and Corporate	△ 1,549	△ 1,625	△ 2,092	△ 3,717	-	-	△ 2,000	△ 2,000	△ 4,000	-	-
Total	56,320	31,160	18,481	49,641	8.6%	88.1%	23,000	27,000	50,000	8.6%	100.7%

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				FY2017.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Japan	470,868	205,282	241,195	446,477	94.8%	207,000	238,000	445,000	99.7%
Americas	35,687	19,968	23,588	43,556	122.1%	27,000	26,000	53,000	121.7%
Europe	31,536	27,275	18,667	45,942	145.7%	23,500	22,500	46,000	100.1%
Asia	27,395	20,255	19,274	39,529	144.3%	17,500	18,500	36,000	91.1%
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	565,486	272,780	302,724	575,504	101.8%	275,000	305,000	580,000	100.8%

#### Reference: Operating Income by Region

(millions of yen)

	FY2015.3	FY2016.3					FY2017.3				
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. prior year
Japan	54,243	23,512	17,458	40,970	9.2%	75.5%	18,500	23,500	42,000	9.4%	102.5%
Americas	1,372	3,068	772	3,840	8.8%	279.9%	2,700	1,500	4,200	7.9%	109.4%
Europe	455	3,343	770	4,113	9.0%	904.0%	2,000	1,800	3,800	8.3%	92.4%
Asia	2,529	3,702	1,533	5,235	13.2%	207.0%	2,300	2,200	4,500	12.5%	86.0%
Elimination and Corporate	△ 2,279	△ 2,465	△ 2,052	△ 4,517	-	-	△ 2,500	△ 2,000	△ 4,500	-	-
Total	56,320	31,160	18,481	49,641	8.6%	88.1%	23,000	27,000	50,000	8.6%	100.7%

#### Other Data

(millions of yen)

	FY2015.3	FY2016.3				FY2017.3			
	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Capital Investments	22,298	9,925	11,396	21,321	95.6%	9,000	11,000	20,000	93.8%
Depreciation	23,713	9,792	11,834	21,626	91.2%	11,000	13,000	24,000	111.0%
R&D Investments	55,761	27,033	27,563	54,596	97.9%	25,000	30,000	55,000	100.7%
Advertising Expenses	41,310	15,904	21,829	37,733	91.3%	17,000	23,000	40,000	106.0%
Personnel Expenses	49,258	25,850	24,557	50,407	102.3%	24,000	26,000	50,000	99.2%

#### 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 results.

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

(billion yen)

	FY2015.3	FY2016.3		FY2017.3 (Plan)	
	Full Year	1st Half	Full Year	1st Half	Full Year
Mobile Suit Gundam	76.7	36.3	78.6	36.1	71.4
DRAGON BALL	19.4	16.2	34.9	12.8	34.9
ONE PIECE	24.6	12.3	23.3	13.7	24.6
Power Rangers	23.2	9.6	19.1	11.1	24.3
KAMEN RIDER	26.2	5.9	18.6	6.1	18.6
Yo-kai Watch	55.2	23.3	32.9	6.6	13.4
Anpanman	8.1	3.9	9.4	4.6	9.2
Pretty Cure	6.9	3.4	6.7	3.5	7.5
Aikatsu!	11.7	2.4	4.6	2.7	5.6

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

(billion yen)

	FY2015.3	FY2016.3		FY2017.3 (Plan)	
	Full Year	1st Half	Full Year	1st Half	Full Year
Mobile Suit Gundam	22.9	13.7	25.8	13.5	28.0
KAMEN RIDER	20.6	4.6	15.7	5.0	16.0
Yo-kai Watch	55.2	21.6	30.8	6.0	12.0
DRAGON BALL	5.8	5.6	11.6	5.5	11.0
Anpanman	8.1	3.9	9.4	4.5	9.0
Power Rangers	11.3	4.6	7.8	5.0	9.0
Pretty Cure	6.5	3.4	6.6	3.5	7.5
Ultraman	2.6	1.4	2.7	2.0	4.0
Aikatsu!	8.6	1.5	2.6	2.0	4.0

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2015.3	FY2016.3		FY2017.3 (Plan)	
	Full Year	1st Half	Full Year	1st Half	Full Year
Digital card sales	269	120	233	125	250

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

(billion yen)

	FY2015.3	FY2016.3		FY2017.3 (Plan)	
	Full Year	1st Half	Full Year	1st Half	Full Year
Network content	82.3	42.3	103.9	52.5	108.0
Home video game software	86.5	49.2	95.7	46.5	96.0
Arcade game machine	72.1	26.6	57.9	27.0	62.0
Amusement facility	55.5	29.2	58.6	30.0	63.5

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

	FY2016.3				FY2017.3 (Plan)			
	1st Half		Full Year		1st Half		Full Year	
	# of titles	Units Sold (thousand)	# of titles	Units Sold (thousand)	# of titles	Units sold (thousand)	# of titles	Units sold (thousand)
Japan	29	1,922	69	4,698	39	2,400	56	5,000
U.S.	13	4,122	33	8,716	13	4,300	19	8,700
Europe	13	7,138	35	13,272	18	4,200	25	13,000
Group Total	55	13,182	137	26,686	70	10,900	100	26,700
Localized versions	35	-	80	-	38	-	54	-
After elimination of localized versions								
Group Total	20	13,182	57	26,686	32	10,900	46	26,700

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

(billion yen)

Category	FY2015.3	FY2016.3		FY2017.3 (Plan)	
	Full Year	1st Half	Full Year	1st Half	Full Year
Sales of machines	34.1	10.5	25.5	11.0	29.0
Sales of prizes	29.7	12.7	25.0	13.0	26.5
Total	63.8	23.2	50.5	24.0	55.5

**【Number of Amusement Facilities】**

			FY2015.3	FY2016.3		FY2017.3 (Plan)	
			Full Year	1st Half	Full Year	1st Half	Full Year
Directly managed facilities	Japan	Start of term	211	202	202	205	205
		Openings	10	3	7	5	16
		Closures	19	4	4	0	0
		Increase/Decrease	△ 9	△ 1	3	5	16
		End of term	202	201	205	210	221
	Overseas	Start of term	36	35	35	35	35
		Openings	2	0	1	0	0
		Closures	3	0	1	0	0
		Increase/Decrease	△ 1	0	0	0	0
		End of term	35	35	35	35	35
	Total	Start of term	247	237	237	240	240
		Openings	12	3	8	5	16
		Closures	22	4	5	0	0
		Increase/Decrease	△ 10	△ 1	3	5	16
		End of term	237	236	240	245	256
Revenue-sharing facilities	Japan	10	14	74	249	374	
	Overseas	1,036	1,057	1,014	988	990	
	Total	1,046	1,071	1,088	1,237	1,364	
Others	Total	10	11	14	18	19	
Facilities Total		1,293	1,318	1,342	1,500	1,639	

**【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%		
	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%	107.0%	102.5%	103.5%	104.6%	101.2%	98.2%
FY2015.3	89.7%	99.3%	89.5%	92.6%	91.1%	89.5%	95.9%	90.6%	91.5%	92.0%	91.2%

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

(billion yen)

	Packages	Events, production, and others	Total
FY2017.3 (Plan)	17.3	25.7	43.0
FY2016.3	17.8	34.1	51.9

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

Number of copyrighted productions(BANDAI VISUAL)	768 series
Total running time of all copyrighted productions (BANDAI VISUAL)	2,685 hours
Number of copyrighted productions(SUNRISE and BANDAI NAMCO Pictures)	293 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,460 hours

As of March 31, 2016