# Financial Highlights for the Fiscal Year Ending March 31, 2017

## Summary of Income Statement

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1st Half</td>
<td>2nd Half</td>
<td>Full Year</td>
</tr>
<tr>
<td>Net Sales</td>
<td>575,004</td>
<td>294,569</td>
<td>325,492</td>
</tr>
<tr>
<td>Gross Profit</td>
<td>202,600</td>
<td>111,573</td>
<td>112,186</td>
</tr>
<tr>
<td>Operating Profit</td>
<td>49,641</td>
<td>38,904</td>
<td>24,334</td>
</tr>
<tr>
<td>Recurring Profit</td>
<td>50,774</td>
<td>39,291</td>
<td>24,999</td>
</tr>
<tr>
<td>Profit attributable to Owners of Parent</td>
<td>34,083</td>
<td>30,170</td>
<td>13,898</td>
</tr>
</tbody>
</table>

## Net Sales by Segment

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1st Half</td>
<td>2nd Half</td>
<td>Full Year</td>
</tr>
<tr>
<td>Toys and Hobby</td>
<td>206,424</td>
<td>91,148</td>
<td>102,081</td>
</tr>
<tr>
<td>Network Entertainment</td>
<td>320,841</td>
<td>179,748</td>
<td>200,525</td>
</tr>
<tr>
<td>Visual and Music Production</td>
<td>51,867</td>
<td>27,504</td>
<td>28,786</td>
</tr>
<tr>
<td>Other</td>
<td>27,456</td>
<td>13,056</td>
<td>13,741</td>
</tr>
<tr>
<td>Elimination and Corporate</td>
<td>△ 31,285</td>
<td>△ 18,887</td>
<td>△ 19,642</td>
</tr>
<tr>
<td>Total</td>
<td>575,004</td>
<td>294,569</td>
<td>325,492</td>
</tr>
</tbody>
</table>

## Operating Profit by Segment

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1st Half</td>
<td>2nd Half</td>
<td>Full Year</td>
</tr>
<tr>
<td>Toys and Hobby</td>
<td>16,639</td>
<td>6,958</td>
<td>4,035</td>
</tr>
<tr>
<td>Network Entertainment</td>
<td>23,930</td>
<td>25,889</td>
<td>18,409</td>
</tr>
<tr>
<td>Visual and Music Production</td>
<td>11,665</td>
<td>8,054</td>
<td>5,382</td>
</tr>
<tr>
<td>Other</td>
<td>1,123</td>
<td>583</td>
<td>119</td>
</tr>
<tr>
<td>Elimination and Corporate</td>
<td>△ 3,117</td>
<td>△ 2,580</td>
<td>△ 3,611</td>
</tr>
<tr>
<td>Total</td>
<td>49,641</td>
<td>38,904</td>
<td>24,334</td>
</tr>
</tbody>
</table>

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

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Year</td>
<td>1st Half</td>
<td>2nd Half</td>
</tr>
<tr>
<td>Japan</td>
<td>446,477</td>
<td>232,858</td>
<td>253,619</td>
</tr>
<tr>
<td>Americas</td>
<td>43,556</td>
<td>22,649</td>
<td>26,890</td>
</tr>
<tr>
<td>Europe</td>
<td>45,942</td>
<td>18,481</td>
<td>17,215</td>
</tr>
<tr>
<td>Asia</td>
<td>39,529</td>
<td>20,581</td>
<td>20,240</td>
</tr>
<tr>
<td>Elimination and Corporate</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Total</td>
<td>575,004</td>
<td>294,569</td>
<td>325,492</td>
</tr>
</tbody>
</table>

## Reference: Operating Profit by Region

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Year</td>
<td>1st Half</td>
<td>2nd Half</td>
</tr>
<tr>
<td>Japan</td>
<td>40,950</td>
<td>31,614</td>
<td>22,118</td>
</tr>
<tr>
<td>Americas</td>
<td>3,680</td>
<td>2,890</td>
<td>789</td>
</tr>
<tr>
<td>Europe</td>
<td>4,113</td>
<td>2,224</td>
<td>1,298</td>
</tr>
<tr>
<td>Asia</td>
<td>5,235</td>
<td>4,363</td>
<td>3,444</td>
</tr>
<tr>
<td>Elimination and Corporate</td>
<td>△ 4,517</td>
<td>△ 2,195</td>
<td>△ 3,320</td>
</tr>
<tr>
<td>Total</td>
<td>49,641</td>
<td>38,904</td>
<td>24,334</td>
</tr>
</tbody>
</table>

## Other Data

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Year</td>
<td>1st Half</td>
<td>2nd Half</td>
</tr>
<tr>
<td>Capital Investments</td>
<td>21,321</td>
<td>9,487</td>
<td>10,869</td>
</tr>
<tr>
<td>Depreciation</td>
<td>21,626</td>
<td>9,421</td>
<td>12,433</td>
</tr>
<tr>
<td>Same Content R&amp;D Investments</td>
<td>54,589</td>
<td>27,155</td>
<td>27,434</td>
</tr>
<tr>
<td>Advertising Expenses</td>
<td>37,123</td>
<td>18,405</td>
<td>18,718</td>
</tr>
<tr>
<td>Personnel Expenses</td>
<td>50,401</td>
<td>25,707</td>
<td>24,700</td>
</tr>
</tbody>
</table>

## Note:

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)

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Year Results</td>
<td>1st Half Results</td>
<td>Full Year Results</td>
</tr>
<tr>
<td>Mobile Suit Gundam</td>
<td>78.6</td>
<td>36.2</td>
<td>74.3</td>
</tr>
<tr>
<td>DRAGON BALL</td>
<td>34.9</td>
<td>19.8</td>
<td>61.1</td>
</tr>
<tr>
<td>ONE PIECE</td>
<td>23.3</td>
<td>17.0</td>
<td>30.4</td>
</tr>
<tr>
<td>Super Sentai (Power Rangers)</td>
<td>19.1</td>
<td>8.0</td>
<td>21.0</td>
</tr>
<tr>
<td>KAMEN RIDER</td>
<td>18.6</td>
<td>7.7</td>
<td>22.3</td>
</tr>
<tr>
<td>Anpanman</td>
<td>9.4</td>
<td>4.7</td>
<td>10.6</td>
</tr>
<tr>
<td>Pretty Cure</td>
<td>6.7</td>
<td>3.6</td>
<td>7.6</td>
</tr>
<tr>
<td>Yo-kai Watch</td>
<td>32.9</td>
<td>6.0</td>
<td>10.4</td>
</tr>
<tr>
<td>Ultraman</td>
<td>3.3</td>
<td>1.9</td>
<td>4.3</td>
</tr>
<tr>
<td>Akibasu!</td>
<td>4.6</td>
<td>2.4</td>
<td>4.5</td>
</tr>
</tbody>
</table>

### Sales of Major IPs (Toys and Hobby SBU, Japan) (billion yen)

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Year Results</td>
<td>1st Half Results</td>
<td>Full Year Results</td>
</tr>
<tr>
<td>Mobile Suit Gundam</td>
<td>25.8</td>
<td>13.7</td>
<td>26.4</td>
</tr>
<tr>
<td>KAMEN RIDER</td>
<td>15.7</td>
<td>7.0</td>
<td>20.4</td>
</tr>
<tr>
<td>DRAGON BALL</td>
<td>11.6</td>
<td>4.5</td>
<td>10.3</td>
</tr>
<tr>
<td>Super Sentai (Power Rangers)</td>
<td>7.8</td>
<td>4.4</td>
<td>8.8</td>
</tr>
<tr>
<td>Anpanman</td>
<td>9.4</td>
<td>4.7</td>
<td>10.6</td>
</tr>
<tr>
<td>Pretty Cure</td>
<td>6.6</td>
<td>3.6</td>
<td>7.5</td>
</tr>
<tr>
<td>Yo-kai Watch</td>
<td>30.8</td>
<td>5.2</td>
<td>9.3</td>
</tr>
<tr>
<td>Ultraman</td>
<td>2.7</td>
<td>1.4</td>
<td>3.1</td>
</tr>
<tr>
<td>Pokemon</td>
<td>0.2</td>
<td>0.2</td>
<td>0.6</td>
</tr>
<tr>
<td>Akibasu!</td>
<td>2.6</td>
<td>1.6</td>
<td>2.6</td>
</tr>
</tbody>
</table>

### Digital Card Sales (Units sold) (million pieces)

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Year Results</td>
<td>1st Half Results</td>
<td>Full Year Results</td>
</tr>
<tr>
<td>Digital card sales</td>
<td>233</td>
<td>104</td>
<td>232</td>
</tr>
</tbody>
</table>

### Network Entertainment Business (Sales by major category) (billion yen)

<table>
<thead>
<tr>
<th></th>
<th>FY2016.3</th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Full Year Results</td>
<td>1st Half Results</td>
<td>Full Year Results</td>
</tr>
<tr>
<td>Network content</td>
<td>103.9</td>
<td>72.2</td>
<td>158.6</td>
</tr>
<tr>
<td>Home video game *</td>
<td>95.7</td>
<td>47.3</td>
<td>86.6</td>
</tr>
<tr>
<td>Arcade game machine</td>
<td>57.9</td>
<td>29.8</td>
<td>62.2</td>
</tr>
<tr>
<td>Amusement facility</td>
<td>58.6</td>
<td>30.7</td>
<td>60.9</td>
</tr>
</tbody>
</table>

*Figures of home video game for FY2016.3 include partial sales of goods, live events and other sales related to home video game.

### Home Video Game (Number of titles and unit sales)

<table>
<thead>
<tr>
<th></th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1st Half Results</td>
<td>Full Year Results</td>
</tr>
<tr>
<td># of New Titles</td>
<td>Units Sold (thousand)</td>
<td>Units Sold (thousand)</td>
</tr>
<tr>
<td>Japan</td>
<td>16</td>
<td>1,956</td>
</tr>
<tr>
<td>Americas</td>
<td>26</td>
<td>4,707</td>
</tr>
<tr>
<td>Europe</td>
<td>26</td>
<td>5,848</td>
</tr>
<tr>
<td>Group Total</td>
<td>68</td>
<td>12,511</td>
</tr>
<tr>
<td>Localized versions</td>
<td>26</td>
<td>-</td>
</tr>
<tr>
<td>After elimination of localized versions</td>
<td>42</td>
<td>12,511</td>
</tr>
</tbody>
</table>

### Arcade Game Machines (Sales by major category, Japan) (billion yen)

<table>
<thead>
<tr>
<th></th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1st Half Results</td>
<td>Full Year Results</td>
</tr>
<tr>
<td>Sales of machines</td>
<td>13.8</td>
<td>30.1</td>
</tr>
<tr>
<td>Sales of prizes</td>
<td>12.9</td>
<td>25.3</td>
</tr>
<tr>
<td>Total</td>
<td>26.7</td>
<td>55.4</td>
</tr>
</tbody>
</table>

Note: BANPRESTO CO., LTD., BANPRESTO SALES CO., LTD. and BANPRESTO (H.K.) LTD. which were classified as Network Entertainment SBU have changed to Toys and Hobby SBU from FY2018.3.
## Number of Amusement Facilities

<table>
<thead>
<tr>
<th></th>
<th>1st Half Results</th>
<th>Full Year Results</th>
<th>1st Half Forecasts</th>
<th>Full Year Forecasts</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Japan</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start of term</td>
<td>209</td>
<td>209</td>
<td>219</td>
<td>219</td>
</tr>
<tr>
<td>Openings</td>
<td>12</td>
<td>17</td>
<td>18</td>
<td>46</td>
</tr>
<tr>
<td>Closures</td>
<td>2</td>
<td>7</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Increase/Decrease</td>
<td>10</td>
<td>10</td>
<td>16</td>
<td>44</td>
</tr>
<tr>
<td>End of term</td>
<td>219</td>
<td>219</td>
<td>235</td>
<td>263</td>
</tr>
<tr>
<td><strong>Overseas</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start of term</td>
<td>35</td>
<td>35</td>
<td>36</td>
<td>36</td>
</tr>
<tr>
<td>Openings</td>
<td>2</td>
<td>3</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>Closures</td>
<td>1</td>
<td>2</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Increase/Decrease</td>
<td>1</td>
<td>1</td>
<td>3</td>
<td>5</td>
</tr>
<tr>
<td>End of term</td>
<td>36</td>
<td>36</td>
<td>39</td>
<td>41</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Start of term</td>
<td>244</td>
<td>244</td>
<td>255</td>
<td>255</td>
</tr>
<tr>
<td>Openings</td>
<td>14</td>
<td>20</td>
<td>21</td>
<td>51</td>
</tr>
<tr>
<td>Closures</td>
<td>3</td>
<td>9</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>Increase/Decrease</td>
<td>11</td>
<td>11</td>
<td>19</td>
<td>49</td>
</tr>
<tr>
<td>End of term</td>
<td>255</td>
<td>255</td>
<td>274</td>
<td>304</td>
</tr>
</tbody>
</table>

### Revenue-sharing facilities

<table>
<thead>
<tr>
<th></th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Japan</strong></td>
<td>100</td>
<td>239</td>
</tr>
<tr>
<td><strong>Overseas</strong></td>
<td>994</td>
<td>983</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>1,094</td>
<td>1,222</td>
</tr>
</tbody>
</table>

### Others

<table>
<thead>
<tr>
<th></th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Total</strong></td>
<td>19</td>
<td>19</td>
</tr>
</tbody>
</table>

**Facilities Total**: 1,368, 1,496, 1,696, 1,906

## Amusement Facilities (Existing-store sales, YOY, Japan)

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>FY2017.3</td>
<td>107.0%</td>
<td>106.3%</td>
<td>109.1%</td>
<td>107.4%</td>
<td>116.0%</td>
<td>104.5%</td>
<td>106.2%</td>
<td>108.4%</td>
<td>107.8%</td>
</tr>
<tr>
<td>FY2016.3</td>
<td>94.3%</td>
<td>98.6%</td>
<td>89.3%</td>
<td>94.3%</td>
<td>95.5%</td>
<td>93.1%</td>
<td>101.7%</td>
<td>96.2%</td>
<td>95.3%</td>
</tr>
</tbody>
</table>

### Visual and Music Production Business (Sales by main category) (billion yen)

<table>
<thead>
<tr>
<th></th>
<th>FY2017.3</th>
<th>FY2018.3</th>
</tr>
</thead>
<tbody>
<tr>
<td>Packages</td>
<td>10.9</td>
<td>19.1</td>
</tr>
<tr>
<td>Events, production, and others</td>
<td>16.6</td>
<td>37.1</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td>27.5</td>
<td>56.2</td>
</tr>
</tbody>
</table>

## Visual and Music Production Business (Number of copyrighted productions and running time)

- **Number of copyrighted productions (BANDAI VISUAL)**: 783 series
- **Total running time of all copyrighted productions (BANDAI VISUAL)**: 2,748 hours
- **Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)**: 305 series
- **Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)**: 2,540 hours

As of March 31, 2017