



November 7, 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 Differences Between Consolidated Projections
and Actual Results for the Second Quarter (Six Months)**

BANDAI NAMCO Holdings Inc. (“the Company”) hereby announces the following differences between the consolidated projections for the second quarter (six months) of the fiscal year ending March 31, 2019 (April 1, 2018 to September 30, 2018) that were announced on May 9, 2018 and the actual results that were announced today.

1. Differences between consolidated projections and actual results for the second quarter (six months) (April 1, 2018 to September 30, 2018)

	Net sales (¥ million)	Operating profit (¥ million)	Recurring profit (¥ million)	Profit attributable to owners of parent (¥ million)	Basic earnings per share
Previous projections (A)	306,000	29,000	29,500	22,000	¥100.11
<u>Actual results (B)</u>	<u>334,665</u>	<u>43,935</u>	<u>45,802</u>	<u>34,188</u>	<u>¥155.56</u>
Difference in amount (B-A)	28,665	14,935	16,302	12,188	—
Difference (%)	9.4	51.5	55.3	55.4	—
(Reference) Results for the previous second quarter (The second quarter of the fiscal year ended March 31, 2018)	308,846	34,941	35,690	28,196	¥128.35

2. Reasons for differences

In the second quarter (six months), in the Toys and Hobby Business, products for the mature fan base such as plastic models of the *Mobile Suit Gundam* series and collectible figures and card related products such as *DRAGON BALL* series became popular in both Japan and overseas. Furthermore, in the Visual and Music Production Business, visual and music package software such as *LoveLive! Sunshine!!*, *The iDOLM@STER* series, and *IDOLiSH 7* sold favorably and the live event related business was also favorable. In addition, the key IP and products and services in the Network Entertainment Business, Real

Entertainment Business and IP Creation Business also performed stably. As a result of favorable performances in each business segment, the actual results for the second quarter (six months) were higher than the consolidated projections at the beginning of the fiscal year.

The Company has not revised its consolidated projections for the fiscal year ending March 31, 2019, after giving consideration to the planned launch of multiple new home video game titles, which will receive world-wide releases from the third quarter onward, the coming Christmas and New Year selling season, the largest selling season of the year for the Toys and Hobby Business, and the continuation of wildly fluctuating market conditions. Going forward, the Company plans to closely scrutinize the situation, giving special attention to what impact these trends will have on business results.

End of notice