



# BANDAI NAMCO Holdings Inc.

## Financial Highlights for the First Half of the Fiscal Year Ending March 31, 2019

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

#### Summary of Income Statement

(millions of yen)

	2018.3		2019.3			
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Plan	% vs. Prior Year
Net Sales	308,846	678,312	334,665	108.4%	650,000	95.8%
Gross Profit	110,415	241,582	124,615	112.9%	225,000	93.1%
Operating Profit	34,941	75,024	43,935	125.7%	60,000	80.0%
Recurring Profit	35,690	75,380	45,802	128.3%	61,000	80.9%
Profit Attributable to Owners of Parent	28,196	54,109	34,188	121.3%	43,000	79.5%

#### Net Sales by Segment

(millions of yen)

	FY2018.3		FY2019.3			
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Plan	% vs. Prior Year
Toys and Hobby	98,135	222,417	112,321	114.5%	230,000	103.4%
Network Entertainment	150,979	326,537	154,612	102.4%	300,000	91.9%
Real Entertainment	44,699	90,549	46,074	103.1%	100,000	110.4%
Visual and Music Production	16,331	40,691	20,551	125.8%	40,000	98.3%
IP Creation	6,860	16,970	9,364	136.5%	15,000	88.4%
Other	12,894	27,640	14,225	110.3%	30,000	108.5%
Elimination and Corporate	△ 21,055	△ 46,493	△ 22,485	-	△ 65,000	-
Total	308,846	678,312	334,665	108.4%	650,000	95.8%

#### Operating Profit by Segment

(millions of yen)

	FY2018.3		FY2019.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Plan	OP Margin	% vs. Prior Year
Toys and Hobby	5,557	14,476	12,842	231.1%	15,000	6.5%	103.6%
Network Entertainment	24,175	50,150	23,414	96.9%	35,000	11.7%	69.8%
Real Entertainment	2,131	3,168	2,045	96.0%	3,500	3.5%	110.5%
Visual and Music Production	2,644	6,618	4,740	179.3%	6,000	15.0%	90.7%
IP Creation	2,411	5,264	2,514	104.3%	4,500	30.0%	85.5%
Other	218	767	559	256.4%	1,000	3.3%	130.4%
Elimination and Corporate	△ 2,196	△ 5,421	△ 2,182	-	△ 5,000	-	-
Total	34,941	75,024	43,935	125.7%	60,000	9.2%	80.0%

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

(millions of yen)

	FY2018.3		FY2019.3			
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Plan	% vs. Prior Year
Japan	245,979	538,983	275,215	111.9%	524,000	97.2%
Americas	21,108	51,787	18,264	86.5%	43,000	83.0%
Europe	21,339	45,136	19,041	89.2%	44,000	97.5%
Asia	20,420	42,406	22,144	108.4%	39,000	92.0%
Elimination and Corporate	-	-	-	-	-	-
Total	308,846	678,312	334,665	108.4%	650,000	95.8%

#### Reference: Operating Profit by Region

(millions of yen)

	FY2018.3		FY2019.3				
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Plan	OP Margin	% vs. Prior Year
Japan	29,407	64,408	40,272	136.9%	52,000	9.9%	80.7%
Americas	922	4,482	994	107.8%	3,500	8.1%	78.1%
Europe	2,970	4,971	1,781	60.0%	4,500	10.2%	90.5%
Asia	4,019	7,008	4,087	101.7%	6,000	15.4%	85.6%
Elimination and Corporate	△ 2,376	△ 5,845	△ 3,198	-	△ 6,000	-	-
Total	34,941	75,024	43,935	125.7%	60,000	9.2%	80.0%

#### Other Data

(millions of yen)

	FY2018.3		FY2019.3			
	1st Half Results	Full Year Results	1st Half Results	% vs. Prior Year	Full Year Plan	% vs. Prior Year
Capital Investments	44,661	54,834	10,704	24.0%	22,000	40.1%
Depreciation	10,550	23,545	9,323	88.4%	24,000	101.9%
Game Content R&D Investments	32,769	72,465	40,616	123.9%	63,000	86.9%
Advertising Expenses	16,797	39,720	18,571	110.6%	42,000	105.7%
Personnel Expenses	26,895	56,521	28,479	105.9%	54,500	96.4%

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

Note: The figures of the full year plan of FY 2019.3 are as of May 9, 2018.

**【 Sales of IPs (Groupwide)】**

(billion yen)

	FY2018.3		FY2019.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Plan
Aikatsu!	2.0	3.6	1.6	3.5
Anpanman	4.7	10.9	4.9	11.0
Ultraman	3.1	6.0	3.6	7.5
KAMEN RIDER	9.8	26.4	11.4	24.5
Mobile Suit Gundam	32.7	68.3	36.1	74.0
Super Sentai (Power Rangers)	10.2	19.4	5.4	18.5
DRAGON BALL	43.1	97.9	58.6	80.0
NARUTO	5.4	11.3	7.9	13.0
Pretty Cure	3.8	8.1	5.2	8.5
ONE PIECE	14.4	29.4	14.8	27.0

**【 Sales of IPs (Toys and Hobby Unit, Japan)】**

(billion yen)

	FY2018.3		FY2019.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Plan
Aikatsu!	1.2	2.3	1.0	2.5
Anpanman	4.7	10.9	4.6	11.0
Ultraman	2.2	4.3	2.2	5.5
KAMEN RIDER	9.4	24.8	10.8	22.5
Mobile Suit Gundam	11.0	26.2	15.5	26.5
Super Sentai (Power Rangers)	4.9	9.1	3.0	10.5
DRAGON BALL	5.9	14.2	9.9	14.5
Pretty Cure	3.8	8.1	5.1	8.5
Pokémon	2.2	4.0	2.0	3.5
ONE PIECE	1.8	4.6	2.9	4.0

**【 Digital Card Sales (Units sold)】**

(million pieces)

	FY2018.3		FY2019.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Plan
Digital card sales	106	225	107	230

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

(billion yen)

	FY2018.3		FY2019.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Plan
Network content	98.3	199.6	102.3	190.0
Home video game	38.6	98.4	39.7	90.0

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

	FY2018.3				FY2019.3			
	1st Half Results		Full Year Results		1st Half Results		Full Year Plan	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)
Japan	18	1,400	42	3,949	25	1,969	50	5,200
Americas	36	3,758	56	11,024	22	3,724	45	10,000
Europe	46	5,865	89	13,894	22	4,536	65	9,500
Group Total	100	11,023	187	28,867	69	10,229	160	24,700
Localized versions	54	-	89	-	26	-	70	-
After elimination of localized versions								
Group Total	46	11,023	98	28,867	43	10,229	90	24,700

**【Real Entertainment Business (Sales by major category)】** (billion yen)

	FY2018.3		FY2019.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Plan
Amusement machines	12.4	28.2	13.2	35.0
Amusement facility	32.7	64.2	33.5	70.0

**【Number of Amusement Facilities】**

			FY2018.3		FY2019.3	
			1st Half Results	Full Year Results	1st Half Results	Full Year Forecasts
Directly managed facilities	Japan	Start of term	229	229	256	256
		Openings	19	36	19	26
		Closures	4	9	1	1
		Increase/Decrease	15	27	18	25
		End of term	244	256	274	281
	Overseas	Start of term	36	36	37	37
		Openings	1	3	0	2
		Closures	1	2	1	1
		Increase/Decrease	0	1	1	1
		End of term	36	37	36	38
	Total	Start of term	265	265	293	293
		Openings	20	39	19	28
		Closures	5	11	2	2
		Increase/Decrease	15	28	17	26
End of term		280	293	310	319	
Revenue-sharing facilities	Japan	526	620	624	795	
	Overseas	953	943	932	951	
	Total	1,479	1,563	1,556	1,746	
Others	Total	14	14	11	11	
Facilities Total			1,773	1,870	1,877	2,076

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2019.3	98.0%	95.6%	98.5%	97.3%	93.1%	92.8%	102.4%	95.5%	96.3%		
FY2018.3	104.5%	98.1%	102.1%	101.4%	106.5%	109.8%	102.8%	106.7%	104.4%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2019.3	/	/	/	/	/	/	/	/	/	/	/
FY2018.3	104.2%	107.3%	98.6%	102.9%	103.8%	95.6%	97.3%	99.0%	97.2%	99.0%	102.1%

**【Visual and Music Production & IP Creation Business (Sales by major category)】**

(billion yen)

	FY2018.3		FY2019.3	
	1st Half Results	Full Year Results	1st Half Results	Full Year Plan
Packages	6.7	16.4	7.7	15.0
Production, license, distribution, events and others	16.6	39.6	22.2	40.0
Total	23.3	56.0	29.9	55.0

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

Number of copyrighted productions (BANDAI NAMCO Arts) 829 series

Total running time of all copyrighted productions (BANDAI NAMCO Arts) 2,928 hours

Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures) 327 series

Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures) 2,646 hours

As of September 30, 2018