

BANDAI NAMCO Entertainment's First Casino Game Cabinet <u>"PACMAN[™] WILD EDITION"</u>

On casino floors in the USA and throughout South America in Summer 2017!

BANDAI NAMCO Entertainment Inc. (HQ: Tokyo Minato-ku, President & CEO: Satoshi Oshita), has co-developed their first casino game "PacMan[™] Wild Edition" in partnership with the major Australian game development company Ainsworth Gaming Technology (hereafter "Ainsworth"), and is releasing it throughout North and South America in summer 2017.

This game was first revealed in San Diego on April 11th (local time) at Ainsworth booth at the National Indian Gaming Show 2017. Plans for an Australian localization of the game are in the works for 2017, with the aim to expand into major casino markets in the US and Australia.

This machine will help promote our IP Axis Strategy, developing new overseas businesses and encouraging further recognition of our IP.

PAC-MAN® VIDEO SLOT WILD EDITION&©2017 BANDAI NAMCO Entertainment Inc.

The World Famous PacMan is back as a Casino Cabinet!

This cabinet features a variety of visuals that give an authentic PacMan vibe, from the giant PacMan that scrolls across the slots eating fruits to the classic ghosts used as symbols. PacMan once took the arcade world by storm and was recognized by Guinness World Records as the "Most Successful Coin-Operated Arcade Game", and now the series is back to take to the world as a casino cabinet.





[Message from AM Business Unit(Executive Officer) Yoshiyasu Horiuchi]

We are making our entry into the casino gaming market, focusing on North America, and places like Las Vegas, the home of entertainment. With our IP and our worldview, and the knowhow we have accumulated as a game developer we hope to use PacMan as a starting point to kick off casino game cabinets more vibrant than ever before. We are also aiming to bring BANDAI NAMCO Entertainment's ideas to the people of the world through our casino cabinets by working to release them in even more regions around the world.

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