

November 6, 2013

Name of listed company:
NAMCO BANDAI Holdings Inc.
Name of representative:
Shukuo Ishikawa,
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) and Revisions to Consolidated Projections for the Full Fiscal Year

NAMCO BANDAI 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, 2014 (April 1, 2013 to September 30, 2013) that were announced on August 2, 2013 in the “Consolidated Financial Report for the First Quarter of the Fiscal Year Ending March 31, 2014” and the actual results that were announced today.

Furthermore, the Company also announces revisions made today to the consolidated projections for the full fiscal year ending March 31, 2014 (April 1, 2013 to March 31, 2014) as described below.

1. Differences between consolidated projections and actual results for the second quarter (six months)
(1) Differences between consolidated projections and actual results for the second quarter (six months)
(April 1, 2013 to September 30, 2013)

	Net sales (¥ million)	Operating income (¥ million)	Recurring income (¥ million)	Net income (¥ million)	Net income per share
Previous projections (A)	228,000	19,000	19,500	12,500	¥56.90
Actual results (B)	228,528	26,389	28,553	19,607	¥89.25
Difference in amount (B-A)	528	7,389	9,053	7,107	—
Difference (%)	0.2	38.9	46.4	56.9	—
Reference: Results for the same period of the previous fiscal year (April 1, 2012 to September 30, 2012)	222,610	27,753	28,050	17,320	¥78.84

- (2) Reasons for differences

In the second quarter (six months), the Content Business made a contribution to performance by coordinated deployment revolving around IP (Intellectual Property) such as characters. Specifically, sales far exceeded the previous projected targets for home video game software and visual and music package software, where sales were boosted by popular items among both new and repeat titles, as well as for network content such as social games and applications for smartphones. In addition to these results, the

Toys and Hobby Business in Japan performed strongly, mainly in long-established characters.

As a result, differences occurred between the consolidated projections and the actual results for the second quarter (six months).

2. Revisions to consolidated projections for the full fiscal year

(1) Revisions to consolidated projections for the full fiscal year (April 1, 2013 to March 31, 2014)

	Net sales (¥ million)	Operating income (¥ million)	Recurring income (¥ million)	Net income (¥ million)	Net income per share
Previous projections (A)	480,000	40,000	40,500	26,000	¥118.35
Revised projections (B)	485,000	45,000	46,500	29,000	¥132.00
Change in amount (B-A)	5,000	5,000	6,000	3,000	—
Change (%)	1.0	12.5	14.8	11.5	—
Reference: Results for the previous fiscal year (April 1, 2012 to March 31, 2013)	487,241	48,642	49,972	32,383	¥147.40

(2) Reasons for revisions

In light of the actual results for the second quarter (six months), recent performance trends of each business segment, the business plan for the second half of the fiscal year, and the uncertain market environment, the consolidated projections for the full fiscal year have been revised from the previous projections announced on August 2, 2013 in the “Consolidated Financial Report for the First Quarter of the Fiscal Year Ending March 31, 2014” as shown above.

The non-consolidated projections for the fiscal year ending March 31, 2014 that were announced on May 9, 2013 have not been revised.

* The above forward-looking statements are based on management’s estimates, assumptions and projections at the time of publication. A number of factors could cause actual results to differ materially from expectations.

End of notice