



BANDAI NAMCO Holdings Inc.

Financial Highlights for the Fiscal Year Ended March 2015

BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3				FY2016.3			
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Net Sales	426,399	378,547	394,178	454,210	487,241	507,679	259,333	306,153	565,486	111.4%	245,000	285,000	530,000	93.7%
Gross Profit	146,023	128,753	139,414	167,502	183,078	190,829	103,659	109,453	213,112	111.7%	90,000	105,000	195,000	91.5%
Operating Income	22,348	1,883	16,338	34,606	48,642	44,672	31,875	24,445	56,320	126.1%	20,000	25,000	45,000	79.9%
Recurring Income	24,513	1,907	16,399	34,960	49,972	47,456	33,389	25,995	59,383	125.1%	20,500	25,500	46,000	77.5%
Net Income	11,830	△ 29,928	1,848	19,303	32,383	25,054	21,272	16,316	37,588	150.0%	13,500	16,500	30,000	79.8%

Net Sales by Segment

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3				FY2016.3			
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Toys and Hobby							106,366	124,552	230,918	-	100,000	110,000	210,000	90.9%
Network Entertainment							134,004	162,438	296,442	-	130,000	170,000	300,000	101.2%
Visual and Music Production							22,364	21,409	43,773	-	18,000	17,000	35,000	80.0%
Other							13,488	13,518	27,006	-	14,000	14,000	28,000	103.7%
Elimination and Corporate							△ 16,889	△ 15,766	△ 32,655	-	△ 17,000	△ 26,000	△ 43,000	131.7%
Total							259,333	306,153	565,486	-	245,000	285,000	530,000	93.7%

Operating Income by Segment

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3					FY2016.3				
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. prior year
Toys and Hobby							9,721	7,319	17,040	7.4%	-	8,500	6,500	15,000	7.1%	88.0%
Network Entertainment							14,375	14,915	29,290	9.9%	-	9,000	16,000	25,000	8.3%	85.4%
Visual and Music Production							7,992	2,085	10,077	23.0%	-	4,000	3,000	7,000	20.0%	69.5%
Other							928	534	1,462	5.4%	-	500	500	1,000	3.6%	68.4%
Elimination and Corporate							△ 1,141	△ 409	△ 1,550	-	-	△ 2,000	△ 1,000	△ 3,000	-	-
Total							31,875	24,445	56,320	10.0%	-	20,000	25,000	45,000	8.5%	79.9%

Note: Due to the group reorganization, new business segments will be applied from FY2016.3. Above two tables present the results and forecasts of net sales and operating income under the new business segments. Please refer to page 2 for the results of the previous business segments.

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

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3				FY2016.3			
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Japan	319,535	286,209	312,356	378,395	406,186	426,695	219,121	251,747	470,868	110.4%	209,000	221,000	430,000	91.3%
Americas	48,337	29,269	28,021	24,313	33,635	27,408	14,434	21,253	35,687	130.2%	12,500	25,500	37,000	103.7%
Europe	45,004	45,955	37,023	33,366	28,251	28,203	13,351	18,185	31,536	111.8%	11,500	23,500	34,000	107.8%
Asia	13,522	17,112	16,777	18,134	19,167	25,373	12,426	14,969	27,395	108.0%	12,000	15,000	29,000	105.9%
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-	-	-	-
Total	426,399	378,547	394,178	454,210	487,241	507,679	259,333	306,153	565,486	111.4%	245,000	285,000	530,000	93.7%

Reference: Operating Income by Region

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3					FY2016.3				
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. prior year
Japan	15,863	5,537	23,578	38,373	49,851	49,490	30,169	24,074	54,243	11.5%	109.6%	20,500	23,000	43,500	10.1%	80.2%
Americas	872	△ 3,324	△ 5,658	△ 2,876	794	△ 2,606	1,354	18	1,372	3.8%	-	0	1,000	1,000	2.7%	72.9%
Europe	6,248	△ 388	△ 1,221	△ 1,720	△ 569	△ 547	357	98	455	1.4%	-	0	500	500	1.5%	109.9%
Asia	2,289	2,768	2,409	3,242	1,814	1,800	1,490	1,039	2,529	9.2%	140.5%	1,000	1,000	2,000	6.9%	79.1%
Elimination and Corporate	△ 2,926	△ 2,708	△ 2,770	△ 2,413	△ 3,248	△ 3,465	△ 1,495	△ 784	△ 2,279	-	-	△ 1,500	△ 500	△ 2,000	-	-
Total	22,348	1,883	16,338	34,606	48,642	44,672	31,875	24,445	56,320	10.0%	126.1%	20,000	25,000	45,000	8.5%	79.9%

Other Data

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3				FY2016.3			
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year	1st Half Forecasts	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Capital Investments	14,658	11,587	10,768	12,808	18,535	23,460	8,538	13,760	22,298	95.0%	8,000	12,000	20,000	89.7%
Depreciation	22,545	18,988	18,000	18,142	20,415	21,725	10,427	13,286	23,713	109.2%	9,000	11,000	20,000	84.3%
R&D Investments	33,864	38,525	40,102	41,193	43,194	51,815	25,781	29,980	55,761	107.6%	25,000	25,000	50,000	89.7%
Advertising Expenses	28,409	29,514	28,782	33,384	32,600	38,083	17,011	24,299	41,310	108.5%	17,000	23,000	40,000	96.8%
Personnel Expenses	35,004	39,201	40,357	43,546	45,797	47,728	23,888	25,370	49,258	103.2%	22,500	25,500	48,000	97.4%

Forward-looking Statements: 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.

<Reference>

Net Sales by Previous Segment

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3			
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	% vs. prior year
Toys and Hobby	165,725	148,843	158,374	177,994	172,977	186,390	106,366	124,552	230,918	123.9%
Content	184,529	167,471	179,917	225,503	263,595	278,408	130,449	157,561	288,010	103.4%
Amusement Facility	77,269	65,362	62,337	61,032	60,185	58,199	27,934	27,605	55,539	95.4%
Other	19,009	15,790	18,503	27,482	25,788	27,350	13,488	13,518	27,006	98.7%
Elimination and Corporate	△ 20,133	△ 18,921	△ 24,953	△ 37,801	△ 35,305	△ 42,670	△ 18,904	△ 17,083	△ 35,987	-
Total	426,399	378,547	394,178	454,210	487,241	507,679	259,333	306,153	565,486	111.4%

Operating Income by Previous Segment

(millions of yen)

	FY2009.3	FY2010.3	FY2011.3	FY2012.3	FY2013.3	FY2014.3	FY2015.3				
	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	Full Year Results	1st Half Results	2nd Half Results	Full Year Results	OP Margin	% vs. prior year
Toys and Hobby	11,533	10,786	13,812	16,112	11,255	10,510	9,721	7,319	17,040	7.4%	162.1%
Content	11,648	△ 7,760	3,092	17,003	36,438	37,248	22,104	18,824	40,928	14.2%	109.9%
Amusement Facility	393	284	1,778	2,380	1,683	△ 897	△ 161	△ 2,127	△ 2,288	-	-
Other	565	322	810	2,050	1,692	1,646	928	534	1,462	5.4%	88.8%
Elimination and Corporate	△ 1,792	△ 1,749	△ 3,156	△ 2,941	△ 2,427	△ 3,834	△ 717	△ 105	△ 822	-	-
Total	22,348	1,883	16,338	34,606	48,642	44,672	31,875	24,445	56,320	10.0%	126.1%

【Sales of Major IPs (Groupwide)】

(billion yen)

	FY2013.3	FY2014.3	FY2015.3		FY2016.3 (Plan)	
	Full Year	Full Year	1st Half	Full Year	1st Half	Full Year
Mobile Suit Gundam	65.2	80.2	37.8	76.7	35.0	76.0
Yokai Watch	0	1.4	22.5	55.2	15.5	32.0
Power Rangers	20.8	25.3	12.0	23.2	12.4	25.7
KAMEN RIDER	34.0	30.7	11.1	26.2	8.1	25.0
ONE PIECE	33.9	26.8	11.5	24.6	12.3	25.0
DRAGON BALL	8.9	11.4	5.3	19.4	8.3	20.0
Anpanman	10.0	10.3	3.5	8.1	4.0	9.0
Pretty Cure	11.6	10.5	3.9	6.9	4.6	8.6
Aikatsu!	1.8	15.9	5.9	11.7	3.7	8.0

【Sales of Major IPs (Toys and Hobby Business, BANDAI non-consolidated)】

(billion yen)

	FY2013.3	FY2014.3	FY2015.3		FY2016.3 (Plan)	
	Full Year	Full Year	1st Half	Full Year	1st Half	Full Year
Yokai Watch	0	14.0	22.5	55.2	15.0	30.0
Mobile Suit Gundam	16.5	18.4	11.7	22.9	12.0	24.0
KAMEN RIDER	27.1	22.3	7.9	20.6	6.0	20.0
Power Rangers	9.6	14.4	7.4	11.3	7.0	12.0
Anpanman	10.0	10.3	3.5	8.1	4.0	9.0
Pretty Cure	10.6	9.8	3.6	6.5	4.5	8.5
DRAGON BALL	4.8	6.4	2.9	5.8	3.6	7.5
Aikatsu!	1.5	13.0	5.0	8.6	3.0	6.0
Ultraman	2.0	3.2	1.5	2.6	2.0	3.5

【Digital Card Sales (Units sold)】

(million pieces)

	FY2014.3	FY2015.3		FY2016.3 (Plan)	
	Full Year	1st Half	Full Year	1st Half	Full Year
Digital card sales	306	155	269	140	270

【Network Entertainment Business (Sales by major category)】

(billion yen)

	FY2014.3	FY2015.3		FY2016.3 (Plan)	
	Full Year	1st Half	Full Year	1st Half	Full Year
Network content	68.4	40.3	82.3	42.0	88.0
Home video game software	84.9	34.5	86.5	30.0	78.0
Arcade game machine	77.0	32.3	72.1	28.0	68.0
Amusement facility	58.1	27.9	55.5	30.0	61.0

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

	FY2015.3				FY2016.3			
	1st Half		Full Year		1st Half		Full Year	
	# of titles	Units Sold (thousand)	# of titles	Units Sold (thousand)	#of titles	Units sold (thousand)	#of titles	Units sold (thousand)
Japan	50	2,588	110	7,075	30	1,800	75	6,000
U.S.	18	2,775	45	6,734	15	2,500	40	7,000
Europe	24	3,731	59	7,874	15	3,000	45	8,000
Group Total	92	9,094	214	21,683	60	7,300	160	21,000
Localized versions	56	-	148	-	45	-	110	-

After elimination of localized versions

Group Total	36	9,094	66	21,683	20	7,300	50	21,000
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【Home Video Game Software (Sales of main game titles in FY2015.3)】

Title	Units sold (ten-thousand)
DRAGONBALL XENOVERSE	206
NARUTO SHIPPUDEN: ULTIMATE NINJA STORM REVOLUTION	100
ONE PIECE Unlimited World Red	65
SWORD ART ONLINE Hollow Fragment	57

【Arcade Game Machines (Sales by major category, Japan)】

(billion yen)

Category	FY2013.3	FY2014.3	FY2015.3		FY2016.3 (Plan)	
	Full Year	Full Year	1st Half	Full Year	1st Half	Full Year
Video games	12.2	18.5	4.6	13.0	2.2	14.3
Electrical-mechanical games	4.1	3.4	0.8	1.2	1.4	2.0
Medal games	3.5	2.7	0.8	1.6	0.4	1.5
Other	18.1	18.6	8.8	18.3	6.0	13.2
Total Sales of machines	37.9	43.2	15.0	34.1	10.0	30.0
Sales of prizes	28.5	27.7	14.3	29.7	15.0	30.0
Total	68.5	70.9	29.3	63.8	25.0	61.0

【Number of Amusement Facilities】

			FY2013.3	FY2014.3	FY2015.3		FY2016.3 (Plan)	
			Full Year	Full Year	1st Half	Full Year	1st Half	Full Year
Directly managed facilities	Japan	Start of term	211	216	211	211	202	202
		Openings	8	11	5	10	2	2
		Closures	3	16	13	19	1	1
		Increase/Decrease	5	△ 5	△ 8	△ 9	1	1
		End of term	216	211	203	202	203	203
	Overseas	Start of term	44	38	36	36	35	35
		Openings	1	2	0	2	1	1
		Closures	7	4	3	3	0	0
		Increase/Decrease	△ 6	△ 2	△ 3	△ 1	1	1
		End of term	38	36	33	35	36	36
	Total	Start of term	255	254	247	247	237	237
		Openings	9	13	5	12	3	3
		Closures	10	20	16	22	1	1
		Increase/Decrease	△ 1	△ 7	△ 11	△ 10	2	2
		End of term	254	247	236	237	239	239
Revenue-sharing facilities	Japan		11	10	10	10	10	10
	Overseas		1,004	1,034	1,046	1,036	1,036	1,036
	Total		1,015	1,044	1,056	1,046	1,046	1,046
Others	Total		2	6	9	10	13	18
Facilities Total			1,271	1,297	1,301	1,293	1,298	1,303

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2015.3	89.4%	95.6%	87.7%	91.0%	89.9%	93.9%	84.8%	90.0%	90.5%		
FY2014.3	92.3%	90.8%	97.6%	93.4%	92.4%	99.3%	93.9%	95.6%	94.6%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2015.3	89.7%	99.3%	89.5%	92.6%	91.1%	89.5%	95.9%	90.6%	91.5%	92.0%	91.2%
FY2014.3	91.4%	93.2%	94.2%	93.0%	94.1%	95.2%	89.1%	93.9%	93.1%	93.1%	93.8%

【Visual and Music Production Business (Sales by main category)】

(billion yen)

	Packages	Events, production, and others	Total
FY2016.3 (Plan)	17.0	18.0	35.0
FY2015.3	17.9	25.8	43.7

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

Number of copyrighted productions (BANDAI VISUAL)	746 series
Total running time of all copyrighted productions (BANDAI VISUAL)	2,587 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	287 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,380 hours
Master-management music titles (Lantis)	appx. 67,000 titles
Publication-management music titles (Lantis)	appx. 39,000 titles

As of March 31, 2015