



# BANDAI NAMCO Holdings Inc.

Financial Highlights for the Third Quarter  
of the Fiscal Year Ending March 31, 2017

## BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

### Summary of Income Statement

(millions of yen)

	FY2016.3				FY2017.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. Prior Year	Revised Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year	
Net Sales	272,780	152,403	425,183	575,504	294,569	164,534	459,103	108.0%	590,000	590,000	102.5%	
Gross Profit	103,456	52,319	155,775	202,600	111,573	61,555	173,128	111.1%	215,000	216,000	106.6%	
Operating Income	31,160	14,113	45,273	49,641	38,904	21,256	60,160	132.9%	57,000	57,000	114.8%	
Recurring Income	33,215	13,960	47,175	50,774	38,291	22,247	60,539	128.3%	57,000	57,000	112.3%	
Profit Attributable to Owners of Parent	22,762	11,858	34,620	34,583	30,170	16,333	46,503	134.3%	39,000	39,000	112.8%	

### Net Sales by Segment

(millions of yen)

	FY2016.3				FY2017.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. Prior Year	Revised Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year	
Toys and Hobby	103,985	58,066	162,050	206,424	91,148	54,880	146,028	90.1%	200,000	190,000	92.0%	
Network Entertainment	147,209	80,422	227,631	320,941	179,748	100,705	280,453	123.2%	350,000	360,000	112.2%	
Visual and Music Production	23,582	14,202	37,784	51,967	27,504	13,476	40,980	108.5%	47,000	50,000	96.2%	
Other	13,488	7,278	20,766	27,456	13,056	7,151	20,207	97.3%	28,000	28,000	102.0%	
Elimination and Corporate	△ 15,483	△ 7,566	△ 23,049	△ 31,285	△ 16,887	△ 11,679	△ 28,566	-	△ 35,000	△ 38,000	-	
Total	272,781	152,402	425,183	575,504	294,569	164,534	459,103	108.0%	590,000	590,000	102.5%	

### Operating Income by Segment

(millions of yen)

	FY2016.3				FY2017.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. Prior Year	Revised Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year	
Toys and Hobby	11,572	5,960	17,532	16,639	6,956	5,723	12,679	8.7%	14,000	10,000	60.1%	
Network Entertainment	14,774	4,268	19,042	23,930	25,889	12,635	38,525	13.7%	34,500	38,500	160.9%	
Visual and Music Production	5,910	4,148	10,058	11,665	8,054	3,878	11,933	29.1%	12,000	12,000	102.9%	
Other	529	549	1,078	1,123	583	625	1,208	6.0%	1,000	1,000	89.0%	
Elimination and Corporate	△ 1,625	△ 812	△ 2,437	△ 3,717	△ 2,580	△ 1,606	△ 4,186	-	△ 4,500	△ 4,500	-	
Total	31,160	14,113	45,273	49,641	38,904	21,256	60,160	13.1%	57,000	57,000	114.8%	

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

(millions of yen)

	FY2016.3				FY2017.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. Prior Year	Revised Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year	
Japan	205,282	121,217	326,499	446,477	232,858	128,375	361,233	110.6%	460,000	466,000	104.4%	
Americas	19,968	10,710	30,678	43,556	22,649	15,395	38,044	124.0%	50,000	50,500	115.9%	
Europe	27,275	9,433	36,708	45,942	18,481	10,384	28,865	78.6%	38,000	36,000	78.4%	
Asia	20,255	11,043	31,298	39,529	20,581	10,379	30,960	98.9%	42,000	37,500	94.9%	
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-	
Total	272,780	152,402	425,183	575,504	294,569	164,534	459,103	108.0%	590,000	590,000	102.5%	

### Reference: Operating Income by Region

(millions of yen)

	FY2016.3				FY2017.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. Prior Year	Revised Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year	
Japan	23,512	13,074	36,586	40,970	31,614	17,981	49,595	13.7%	48,000	49,500	120.8%	
Americas	3,068	434	3,502	3,840	2,898	1,122	4,020	10.6%	3,200	3,500	91.1%	
Europe	3,343	204	3,547	4,113	2,224	776	3,000	10.4%	4,300	2,500	60.8%	
Asia	3,702	1,401	5,103	5,235	4,363	2,468	6,831	22.1%	6,000	5,500	105.1%	
Elimination and Corporate	△ 2,465	△ 1,000	△ 3,465	△ 4,517	△ 2,195	△ 1,092	△ 3,287	-	△ 4,500	△ 4,000	-	
Total	31,160	14,113	45,273	49,641	38,904	21,256	60,160	13.1%	57,000	57,000	114.8%	

### Other Data

(millions of yen)

	FY2016.3				FY2017.3							
	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	Full Year Results	1st Half Results	3Q Results (3 months)	3Q Results (9 months)	% vs. Prior Year	Revised Full Year Forecasts	Full Year New Forecasts	% vs. Prior Year	
Capital Investments	9,925	4,958	14,883	21,321	9,487	6,647	16,134	108.4%	20,000	21,000	98.5%	
Depreciation	9,792	5,589	15,381	21,826	9,421	5,871	15,292	99.4%	24,000	23,000	106.4%	
R&D Investments	27,033	13,630	40,663	54,596	27,155	14,755	41,910	103.1%	55,000	58,000	106.2%	
Advertising Expenses	15,904	10,568	26,442	37,733	16,405	11,032	27,437	103.8%	41,500	41,500	110.0%	
Personnel Expenses	25,850	11,631	37,481	50,407	25,701	12,804	38,505	102.7%	51,000	51,000	101.2%	

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.

**【Sales of Major IPs ( Groupwide )】**

(billion yen)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Mobile Suit Gundam	76.7	55.4	78.6	56.5	70.6
DRAGON BALL	19.4	25	34.9	39.6	50.0
ONE PIECE	24.6	17.3	23.3	23.2	29.5
KAMEN RIDER	26.2	13.8	18.6	17.1	22.4
Power Rangers	23.2	14.7	19.1	13.6	22.2
Yo-kai Watch	55.2	30.3	32.9	8.9	10.8
Anpanman	8.1	6.8	9.4	8.0	10.8
Pretty Cure	6.9	4.4	6.7	4.9	7.8
Aikatsu!	11.7	3.7	4.6	3.5	4.6
Ultraman	3.8	2.4	3.3	3.3	4.4

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

(billion yen)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Mobile Suit Gundam	22.9	20.6	25.8	20.4	25.9
KAMEN RIDER	20.6	12.1	15.7	15.7	20.5
Anpanman	8.1	6.8	9.4	8.0	10.8
DRAGON BALL	5.8	8.9	11.6	7.4	10.6
Yo-kai Watch	55.2	28.3	30.8	7.8	9.6
Power Rangers	11.3	5.4	7.8	5.6	8.8
Pretty Cure	6.5	4.4	6.6	4.9	7.7
Ultraman	2.6	1.9	2.7	2.5	3.2
Aikatsu!	8.6	2.1	2.6	2.2	2.7
Himitsu no Cocotama	-	0.8	1.4	1.9	2.4

**【Digital Card Sales (Units sold)】**

(million pieces)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Digital card sales	269	174	233	156	237

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

(billion yen)

	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Network content	82.3	72.3	103.9	112.3	147.0
Home video game software*	86.5	72.9	95.7	66.4	82.3
Arcade game machine	72.1	39.0	57.9	48.5	60.0
Amusement facility	55.5	43.1	58.6	45.0	60.0

\*Figures of home video game software for FY2015.3 and FY2016.3 include partial sales of goods, live events and other sales related to home video game software.

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

	FY2016.3				FY2017.3			
	3Q (9 mo.)		Full Year Results		3Q (9 mo.)		Full Year Forecasts	
	# of Titles	Units Sold (thousand)	# of Titles	Units Sold (thousand)	# of Titles	Units sold (thousand)	# of Titles	Units sold (thousand)
Japan	48	3,713	69	4,698	26	3,431	31	4,000
U.S.	20	6,448	33	8,716	31	7,940	37	9,200
Europe	20	10,519	35	13,272	33	8,305	44	10,300
Group Total	88	20,680	137	26,686	90	19,676	112	23,500
Localized versions	54	-	80	-	34	-	55	-
After elimination of localized versions								
Group Total	34	20,680	57	26,686	56	19,676	57	23,500

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

(billion yen)

Category	FY2015.3	FY2016.3		FY2017.3	
	Full Year Results	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Sales of machines	34.1	15.9	25.5	24.2	28.5
Sales of prizes	29.7	18.6	25.0	19.9	25.0
Total	63.8	34.5	50.5	44.1	53.5

**【Number of Amusement Facilities】**

			FY2015.3	FY2016.3		FY2017.3	
			Full Year Results	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Directly managed facilities	Japan	Start of term	211	202	202	209	209
		Openings	△10	7	7	16	16
		Closures	19	4	4	2	2
		Increase/Decrease	9	3	3	14	14
		End of term	202	205	205	223	223
	Overseas	Start of term	36	35	35	35	35
		Openings	△2	△0	1	3	3
		Closures	3	1	1	1	1
		Increase/Decrease	1	1	0	2	2
		End of term	35	34	35	37	37
	Total	Start of term	247	237	237	244	244
		Openings	△12	7	8	19	19
		Closures	22	5	5	3	3
		Increase/Decrease	10	2	3	16	16
		End of term	237	239	240	260	260
Revenue-sharing facilities	Japan	10	30	74	177	257	
	Overseas	1,036	1,017	1,014	986	986	
	Total	1,046	1,047	1,088	1,163	1,243	
Others	Total	10	12	14	21	20	
Facilities Total		1,293	1,298	1,342	1,444	1,523	

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half		
FY2017.3	107.0%	106.3%	109.1%	107.4%	116.0%	104.5%	106.2%	108.4%	107.8%		
FY2016.3	94.3%	98.6%	89.3%	94.3%	95.5%	93.1%	101.7%	96.2%	95.3%		
FY2015.3	89.4%	95.6%	87.7%	91.0%	89.9%	93.9%	84.8%	90.0%	90.5%		
	Oct.	Nov.	Dec.	3Q (3 mo.)	3Q (9 mo.)	Jan.	Feb.	Mar.	4Q (3 mo.)	2nd Half	Full Year
FY2017.3	114.2%	100.2%	105.8%	106.6%	107.5%	-	-	-	-	-	-
FY2016.3	99.2%	90.6%	102.5%	97.6%	96.0%	107.0%	102.5%	103.5%	104.6%	101.2%	98.2%
FY2015.3	89.7%	99.3%	89.5%	92.6%	91.1%	89.5%	95.9%	90.6%	91.5%	92.0%	91.2%

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

	FY2016.3		FY2017.3	
	3Q (9 mo.)	Full Year Results	3Q (9 mo.)	Full Year Forecasts
Packages	15.0	17.8	15.6	19.1
Events, production, and others	22.7	34.1	25.3	30.9
Total	37.7	51.9	40.9	50.0

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

Number of copyrighted productions (BANDAI VISUAL)	783 series
Total running time of all copyrighted productions (BANDAI VISUAL)	2,748 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	301 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,483 hours

As of December 31, 2016