



BANDAI NAMCO Holdings Inc.

Financial Highlights for the First Quarter
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					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Forecasts	Full Year New Forecasts
Net Sales	144,084	308,846	678,312	150,899	104.7%	306,000	306,000	650,000	650,000
Gross Profit	51,099	110,415	241,582	55,695	109.0%	105,000	105,000	225,000	225,000
Operating Profit	15,611	34,941	75,024	17,897	114.6%	29,000	29,000	60,000	60,000
Recurring Profit	16,240	35,690	75,380	19,498	120.1%	29,500	29,500	61,000	61,000
Profit Attributable to Owners of Parent	13,498	28,196	54,109	14,637	108.4%	22,000	22,000	43,000	43,000

Net Sales by Segment

(millions of yen)

	FY2018.3			FY2019.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Forecasts	Full Year New Forecasts
Toys and Hobby	42,794	98,135	222,417	50,536	118.1%	110,000	110,000	230,000	230,000
Network Entertainment	73,994	150,979	326,537	69,982	94.6%	140,000	140,000	300,000	300,000
Real Entertainment	19,962	44,699	90,549	20,081	100.6%	46,000	46,000	100,000	100,000
Visual and Music Production	7,220	16,331	40,691	9,581	132.7%	19,000	19,000	40,000	40,000
IP Creation	3,202	6,860	16,970	3,655	114.2%	7,000	7,000	15,000	15,000
Other	6,249	12,894	27,640	6,900	110.4%	15,000	15,000	30,000	30,000
Elimination and Corporate	△ 9,338	△ 21,055	△ 46,493	△ 9,838	-	△ 31,000	△ 31,000	△ 65,000	△ 65,000
Total	144,084	308,846	678,312	150,899	104.7%	306,000	306,000	650,000	650,000

Operating Profit by Segment

(millions of yen)

	FY2018.3				FY2019.3							
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs. Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Forecasts	Full Year New Forecasts	OP Margin	% vs. Prior Year
Toys and Hobby	1,346	5,557	14,476	6.5%	5,296	393.4%	7,000	7,000	15,000	15,000	6.5%	103.6%
Network Entertainment	12,753	24,175	50,150	15.4%	10,207	80.0%	17,000	17,000	35,000	35,000	11.7%	69.8%
Real Entertainment	113	2,131	3,168	3.5%	△ 473	-	2,000	2,000	3,500	3,500	3.5%	110.5%
Visual and Music Production	1,031	2,644	6,618	16.3%	2,679	259.8%	3,000	3,000	6,000	6,000	15.0%	90.7%
IP Creation	1,481	2,411	5,264	31.0%	1,200	81.0%	2,000	2,000	4,500	4,500	30.0%	85.5%
Other	△ 41	218	767	2.8%	118	-	500	500	1,000	1,000	3.3%	130.4%
Elimination and Corporate	△ 1,073	△ 2,196	△ 5,421	-	△ 1,131	-	△ 2,500	△ 2,500	△ 5,000	△ 5,000	-	-
Total	15,611	34,941	75,024	11.1%	17,897	114.6%	29,000	29,000	60,000	60,000	9.2%	80.0%

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

(millions of yen)

	FY2018.3			FY2019.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Forecasts	Full Year New Forecasts
Japan	113,121	245,979	538,983	122,920	108.7%	247,000	251,000	524,000	524,000
Americas	11,590	21,108	51,787	8,809	76.0%	19,500	18,500	43,000	43,000
Europe	9,837	21,339	45,136	8,073	82.1%	19,500	16,500	44,000	44,000
Asia	9,534	20,420	42,406	11,099	116.4%	20,000	20,000	39,000	39,000
Elimination and Corporate	-	-	-	-	-	-	-	-	-
Total	144,084	308,846	678,312	150,899	104.7%	306,000	306,000	650,000	650,000

※The figures of the 1st Half Forecasts are partially revised due to calculation errors.

Reference: Operating Profit by Region

(millions of yen)

	FY2018.3				FY2019.3							
	1Q Results	1st Half Results	Full Year Results	OP Margin	1Q Results	% vs. Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Forecasts	Full Year New Forecasts	OP Margin	% vs. Prior Year
Japan	12,044	29,407	64,408	11.9%	16,556	137.5%	25,000	27,000	52,000	52,000	9.9%	80.7%
Americas	1,413	922	4,482	8.7%	417	29.5%	900	500	3,500	3,500	8.1%	78.1%
Europe	1,429	2,970	4,971	11.0%	781	54.7%	2,200	1,200	4,500	4,500	10.2%	90.5%
Asia	1,751	4,019	7,008	16.5%	1,747	99.8%	3,400	2,800	6,000	6,000	15.4%	85.6%
Elimination and Corporate	△ 1,028	△ 2,376	△ 5,845	-	△ 1,605	-	△ 2,500	△ 2,500	△ 6,000	△ 6,000	-	-
Total	15,611	34,941	75,024	11.1%	17,897	114.6%	29,000	29,000	60,000	60,000	9.2%	80.0%

Other Data

(millions of yen)

	FY2018.3			FY2019.3					
	1Q Results	1st Half Results	Full Year Results	1Q Results	% vs. Prior Year	1st Half Forecasts	1st Half New Forecasts	Full Year Forecasts	Full Year New Forecasts
Capital Investments	5,157	44,661	54,834	3,832	74.3%	10,500	10,500	22,000	22,000
Depreciation	4,867	10,550	23,545	4,204	86.4%	11,000	11,000	24,000	24,000
Advertising Expenses	7,153	16,797	39,720	7,753	108.4%	18,000	18,000	42,000	42,000
Personnel Expenses	13,113	26,895	56,521	13,992	106.7%	26,000	26,000	54,500	54,500

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 IPs (Groupwide)】

(billion yen)

	FY2018.3			FY2019.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	0.9	2.0	3.6	0.8	1.7	3.5
Anpanman	2.0	4.7	10.9	2.0	4.5	11.0
Ultraman	1.1	3.1	6.0	1.2	3.5	7.5
KAMEN RIDER	3.8	9.8	26.4	4.3	10.5	24.5
Mobile Suit Gundam	15.2	32.7	68.3	18.2	35.0	74.0
Super Sentai (Power Rangers)	4.9	10.2	19.4	2.6	7.0	18.5
DRAGON BALL	19.7	43.1	97.9	25.6	45.5	80.0
NARUTO	2.2	5.4	11.3	3.3	6.5	13.0
Pretty Cure	1.8	3.8	8.1	2.5	4.0	8.5
ONE PIECE	7.4	14.4	29.4	7.6	13.0	27.0

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

(billion yen)

	FY2018.3			FY2019.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Aikatsu!	0.6	1.2	2.3	0.5	1.2	2.5
Anpanman	2.0	4.7	10.9	2.0	4.5	11.0
Ultraman	0.7	2.2	4.3	0.7	2.5	5.5
KAMEN RIDER	3.6	9.4	24.8	4.0	10.0	22.5
Mobile Suit Gundam	4.2	11.0	26.2	7.6	14.5	26.5
Super Sentai (Power Rangers)	2.9	4.9	9.1	1.4	3.0	10.5
DRAGON BALL	2.4	5.9	14.2	4.5	9.0	14.5
Pretty Cure	1.8	3.8	8.1	2.5	4.0	8.5
Pokémon	1.0	2.2	4.0	0.9	1.8	3.5
ONE PIECE	0.9	1.8	4.6	1.1	2.0	4.0

【 Digital Card Sales (Units sold)】

(million pieces)

	FY2018.3			FY2019.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Digital card sales	46	106	225	55	111	230

【 Network Entertainment Business (Sales by major category)】

(billion yen)

	FY2018.3			FY2019.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Network content	45.7	98.3	199.6	47.4	97.0	190.0
Home video game	21.4	38.6	98.4	16.5	36.0	90.0

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

	FY2018.3						FY2019.3					
	1Q Results		1st Half Results		Full Year Results		1Q Results		1st Half Forecasts		Full Year Forecasts	
	# of New Titles	Units Sold (thousand)	# of New Titles	Units Sold (thousand)	# 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	9	938	18	1,400	42	3,949	9	683	30	2,000	50	5,200
Americas	16	1,867	36	3,758	56	11,024	11	1,849	25	3,200	45	10,000
Europe	21	2,817	46	5,865	89	13,894	11	1,499	30	4,000	65	9,500
Group Total	46	5,622	100	11,023	187	28,867	31	4,031	85	9,200	160	24,700
Localized versions	24	-	54	-	89	-	9	-	35	-	70	-
After elimination of localized versions												
Group Total	22	5,622	46	11,023	98	28,867	22	4,031	50	9,200	90	24,700

【Real Entertainment Business (Sales by major category)】

(billion yen)

	FY2018.3			FY2019.3		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Amusement machines	6.0	12.4	28.2	5.5	12.0	35.0
Amusement facility	14.3	32.7	64.2	14.8	36.0	70.0

【Number of Amusement Facilities】

			FY2018.3			FY2019.3		
			1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Directly managed facilities	Japan	Start of term	229	229	229	256	256	256
		Openings	8	19	36	13	20	59
		Closures	2	4	9	0	1	1
		Increase/Decrease	6	15	27	13	19	58
		End of term	235	244	256	269	275	314
	Overseas	Start of term	36	36	36	37	37	37
		Openings	1	1	3	0	1	4
		Closures	0	1	2	1	1	1
		Increase/Decrease	1	0	1	-1	0	3
		End of term	37	36	37	36	37	40
	Total	Start of term	265	265	265	293	293	293
		Openings	9	20	39	13	21	63
		Closures	2	5	11	1	2	2
		Increase/Decrease	7	15	28	12	19	61
End of term		272	280	293	305	312	354	
Revenue- sharing facilities	Japan		400	526	620	629	695	795
	Overseas		973	953	943	954	948	946
	Total		1,373	1,479	1,563	1,583	1,643	1,741
Others	Total		14	14	14	10	11	11
Facilities Total			1,659	1,773	1,870	1,898	1,966	2,106

【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%							
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		
	1Q Results	1st Half Results	Full Year Results	1Q Results	1st Half Forecasts	Full Year Forecasts
Packages	2.4	6.7	16.4	4.6	7.0	15.0
Production, license, distribution, events and others	8.0	16.6	39.6	8.6	19.0	40.0
Total	10.4	23.3	56.0	13.2	26.0	55.0

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

Number of copyrighted productions (BANDAI NAMCO Arts)	817 series
Total running time of all copyrighted productions (BANDAI NAMCO Arts)	2,864 hours
Number of copyrighted productions (Sunrise and BANDAI NAMCO Pictures)	325 series
Total running time of all copyrighted productions (Sunrise and BANDAI NAMCO Pictures)	2,646 hours

As of June 30, 2018