



BANDAI NAMCO Holdings Inc.

Financial Highlights for the First Quarter of the Fiscal Year Ending March 2016

BANDAI NAMCO Holdings Inc.: Consolidated Financial Results

Summary of Income Statement

(millions of yen)

	FY2015.3			FY2016.3						
	1Q Results	1st Half Results	Full Year Results	1Q results	& vs. prior year	1st Half Previous Forecasts	1st Half New Forecasts	Full Year Previous Forecasts	Full Year New Forecasts	% vs. Prior year
Net Sales	122,504	259,333	565,486	137,376	112.1%	245,000	255,000	530,000	530,000	93.7%
Gross Profit	50,321	103,659	213,112	53,312	105.9%	90,000	100,000	195,000	195,000	91.5%
Operating Income	16,847	31,875	56,320	18,139	107.7%	20,000	25,000	45,000	45,000	79.9%
Recurring Income	17,633	33,389	59,383	18,780	106.5%	20,500	25,500	46,000	46,000	77.5%
Profit Attributable to Owners of Parent	11,632	21,272	37,588	13,949	119.9%	13,500	17,000	30,000	30,000	79.8%

Net Sales by Segment

(millions of yen)

	FY2015.3			FY2016.3						
	1Q Results	1st Half Results	Full Year Results	1Q results	& vs. prior year	1st Half Previous Forecasts	1st Half New Forecasts	Full Year Previous Forecasts	Full Year New Forecasts	% vs. Prior year
Toys and Hobby	46,546	106,366	230,918	50,008	107.4%	100,000	100,000	210,000	210,000	90.9%
Network Entertainment	65,615	134,004	296,442	76,782	117.0%	130,000	140,000	300,000	300,000	101.2%
Visual and Music Production	12,047	22,364	43,773	11,464	95.2%	18,000	18,000	35,000	35,000	80.0%
Other	6,803	13,488	27,006	6,323	92.9%	14,000	14,000	28,000	28,000	103.7%
Elimination and Corporate	△ 8,508	△ 16,889	△ 32,655	△ 7,202	—	△ 17,000	△ 17,000	△ 43,000	△ 43,000	—
Total	122,504	259,333	565,486	137,376	112.1%	245,000	255,000	530,000	530,000	93.7%

Operating Income by Segment

(millions of yen)

	FY2015.3			FY2016.3							
	1Q Results	1st Half Results	Full Year Results	1Q results	& vs. prior year	1st Half Previous Forecasts	1st Half New Forecasts	Full Year Previous Forecasts	Full Year New Forecasts	OP Margin	% vs. Prior year
Toys and Hobby	3,945	9,721	17,040	5,207	132.0%	8,500	9,500	15,000	15,000	7.1%	88.0%
Network Entertainment	8,027	14,375	29,290	10,421	129.8%	9,000	13,000	25,000	25,000	8.3%	85.4%
Visual and Music Production	4,972	7,992	10,077	3,171	63.8%	4,000	4,000	7,000	7,000	20.0%	69.5%
Other	570	928	1,462	138	24.2%	500	500	1,000	1,000	3.6%	68.4%
Elimination and Corporate	△ 667	△ 1,141	△ 1,550	△ 799	—	△ 2,000	△ 2,000	△ 3,000	△ 3,000	—	—
Total	16,847	31,875	56,320	18,139	107.7%	20,000	25,000	45,000	45,000	8.5%	79.9%

Note: Due to the group reorganization, new business segments are applied from FY2016.3.

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

(millions of yen)

	FY2015.3			FY2016.3						
	1Q Results	1st Half Results	Full Year Results	1Q results	& vs. prior year	1st Half Previous Forecasts	1st Half New Forecasts	Full Year Previous Forecasts	Full Year New Forecasts	% vs. Prior year
Japan	104,305	219,121	470,868	95,866	91.9%	209,000	200,000	430,000	418,000	88.8%
Americas	6,098	14,434	35,687	11,431	187.5%	12,500	15,000	37,000	38,000	106.5%
Europe	6,204	13,351	31,536	17,728	285.8%	11,500	21,500	34,000	42,000	133.2%
Asia	5,897	12,426	27,395	12,351	209.4%	12,000	18,500	29,000	32,000	116.8%
Elimination and Corporate	—	—	—	—	—	—	—	—	—	—
Total	122,504	259,333	565,486	137,376	112.1%	245,000	255,000	530,000	530,000	93.7%

Reference: Operating Income by Region

(millions of yen)

	FY2015.3			FY2016.3							
	1Q Results	1st Half Results	Full Year Results	1Q results	& vs. prior year	1st Half Previous Forecasts	1st Half New Forecasts	Full Year Previous Forecasts	Full Year New Forecasts	OP Margin	% vs. Prior year
Japan	16,059	30,169	54,243	12,719	79.2%	20,500	19,500	43,500	40,000	9.6%	73.7%
Americas	685	1,354	1,372	2,235	326.3%	0	2,300	1,000	3,000	7.9%	218.7%
Europe	300	357	455	2,033	677.7%	0	2,200	500	2,500	6.0%	549.5%
Asia	660	1,490	2,529	2,559	387.7%	1,000	3,000	2,000	3,500	10.9%	138.4%
Elimination and Corporate	△ 856	△ 1,495	△ 2,279	△ 1,407	—	△ 1,500	△ 2,000	△ 2,000	△ 4,000	—	—
Total	16,847	31,875	56,320	18,139	107.7%	20,000	25,000	45,000	45,000	8.5%	79.9%

Other Data

(millions of yen)

	FY2015.3			FY2016.3						
	1Q Results	1st Half Results	Full Year Results	1Q results	& vs. prior year	1st Half Previous Forecasts	1st Half New Forecasts	Full Year Previous Forecasts	Full Year New Forecasts	% vs. Prior year
Capital Investments	3,253	8,538	22,298	5,323	163.6%	8,000	8,000	20,000	20,000	89.7%
Depreciation	4,814	10,427	23,713	4,144	86.1%	9,000	9,000	20,000	20,000	84.3%
R&D Investments	12,490	25,781	55,761	13,301	106.5%	25,000	25,000	50,000	50,000	89.7%
Advertising Expenses	7,105	17,011	41,310	7,292	102.6%	17,000	17,000	40,000	40,000	96.8%
Personnel Expenses	11,843	23,888	49,258	12,425	104.9%	22,500	22,500	48,000	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.

【Sales of Major IPs (Groupwide) 】 (billion yen)

	FY2014.3	FY2015.3			FY2016.3		
	Full Year	1Q	1st Half	Full Year	1Q	1st Half Forecasts	Full Year Forecasts
Mobile Suit Gundam	80.2	20.3	37.8	76.7	18.7	36.0	76.8
Yokai Watch	1.4	6.5	22.5	55.2	10.9	18.5	32.0
DRAGON BALL	11.4	1.9	5.3	19.4	8.3	12.0	23.7
ONE PIECE	26.8	5.0	11.5	24.6	5.2	11.8	25.0
Power Rangers	25.3	5.6	12.0	23.2	4.9	12.8	26.0
KAMEN RIDER	30.7	6.1	11.1	26.2	2.9	7.3	25.0
Pretty Cure	10.5	2.0	3.9	6.9	1.6	4.6	8.6
Aikatsu!	15.9	2.7	5.9	11.7	1.1	3.2	8.1
Anpanman	10.3	1.4	3.5	8.1	1.5	4.0	9.0

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

	FY2014.3	FY2015.3			FY2016.3		
	Full Year	1Q	1st Half	Full Year	1Q	1st Half Forecasts	Full Year Forecasts
Yokai Watch	14.0	6.5	22.5	55.2	9.7	17.0	30.0
Mobile Suit Gundam	18.4	6.0	11.7	22.9	6.9	12.0	24.0
Power Rangers	14.4	4.1	7.4	11.3	3.0	7.0	12.0
DRAGON BALL	6.4	1.3	2.9	5.8	2.2	3.6	7.5
KAMEN RIDER	22.3	4.1	7.9	20.6	2.1	5.0	20.0
Pretty Cure	9.8	1.9	3.6	6.5	1.6	4.5	8.5
Anpanman	10.3	1.4	3.5	8.1	1.5	4.0	9.0
Aikatsu!	13.0	2.4	5.0	8.6	0.7	2.5	6.0
Ultraman	3.2	5.0	1.5	2.6	0.4	2.0	3.5

【Digital Card Sales (Units sold)】 (million pieces)

	FY2014.3	FY2015.3			FY2016.3		
	Full Year	1Q	1st Half	Full Year	1Q	1st Half Forecasts	Full Year Forecasts
Digital card sales	306	79	155	269	58	130	270

【Network Entertainment Business (Sales by major category)】 (billion yen)

	FY2014.3	FY2015.3			FY2016.3		
	Full Year	1Q	1st Half	Full Year	1Q	1st Half Forecasts	Full Year Forecasts
Network content	68.4	19.8	40.3	82.3	19.6	42.0	88.0
Home video game software	84.9	20.4	34.5	86.5	31.7	42.0	78.0
Arcade game machine	77.0	13.3	32.3	72.1	11.7	26.0	68.0
Amusement facility	58.1	12.9	27.9	55.5	13.2	30.0	61.0

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

	FY2015.3						FY2016.3					
	1Q		1st Half		Full Year		1Q		1st Half Forecasts		Full Year Forecasts	
	# of titles	Units Sold (thousand)	# of titles	Units Sold (thousand)	# of titles	Units Sold (thousand)	#of titles	Units sold (thousand)	#of titles	Units sold (thousand)	#of titles	Units sold (thousand)
Japan	20	1,786	50	2,588	110	7,075	8	652	27	1,600	75	5,500
U.S.	3	1,130	18	2,775	45	6,734	8	1,491	15	2,800	40	7,000
Europe	7	740	24	3,731	59	7,874	6	4,848	15	6,700	45	10,000
Group Total	30	3,656	92	9,094	214	21,683	22	6,991	57	11,100	160	22,500
Localized versions	17	-	56	-	148	-	16	-	39	-	110	-

After elimination of localized versions

Group Total	13	3,656	36	9,094	66	21,683	6	6,991	18	11,100	50	22,500
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【Arcade Game Machines (Sales by major category, Japan)】 (billion yen)

Category	FY2014.3	FY2015.3			FY2016.3		
	Full Year	1Q	1st Half	Full Year	1Q	1st Half Forecasts	Full Year Forecasts
Video games	18.5	1.9	4.6	13.0	0.7	1.9	14.3
Electrical-mechanical games	3.4	0	0.8	1.2	0	0.9	2.0
Medal games	2.7	0	0.8	1.6	0.3	0.4	1.5
Other	18.6	4.3	8.8	18.3	3.3	4.8	13.2
Total Sales of machines	43.2	6.2	15.0	34.1	4.3	8.0	31.0
Sales of prizes	27.7	5.7	14.3	29.7	5.6	15.0	30.0
Total	70.9	11.9	29.3	63.8	9.9	23.0	61.0

【Number of Amusement Facilities】

			FY2014.3	FY2015.3			FY2016.3		
			Full Year	1Q	1st Half	Full Year	1Q	1st Half Forecasts	Full Year Forecasts
Directly managed facilities	Japan	Start of term	216	211	211	211	202	202	202
		Openings	11	3	5	10	2	3	6
		Closures	16	12	13	19	3	4	4
		Increase/Decrease	△ 5	△ 9	△ 8	△ 9	△ 1	△ 1	2
		End of term	211	202	203	202	201	201	204
	Overseas	Start of term	38	36	36	36	35	35	35
		Openings	2	0	0	2	0	0	1
		Closures	4	3	3	3	0	0	1
		Increase/Decrease	△ 2	△ 3	△ 3	△ 1	0	0	0
		End of term	36	33	33	35	35	35	35
	Total	Start of term	254	247	247	247	237	237	237
		Openings	13	3	5	12	2	3	7
		Closures	20	15	16	22	3	4	5
		Increase/Decrease	△ 7	△ 12	△ 11	△ 10	△ 1	△ 1	2
		End of term	247	235	236	237	236	236	239
Revenue-sharing facilities	Japan		10	10	10	10	10	10	
	Overseas		1,034	1,039	1,046	1,036	1,031	1,057	1,071
	Total		1,044	1,049	1,056	1,046	1,041	1,067	1,081
Others	Total		6	6	9	10	10	12	18
Facilities Total			1,297	1,290	1,301	1,293	1,287	1,315	1,338

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

	Apr.	May	Jun.	1Q (3 mo.)	Jul.	Aug.	Sep.	2Q (3 mo.)	1st Half			
FY2016.3	94.3%	98.6%	89.3%	94.3%	-	-	-	-	-			
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	
FY2016.3	-	-	-	-	-	-	-	-	-	-	-	-
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	Production, licensing, distribution, events 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)	752 series
Total running time of all copyrighted productions (BANDAI VISUAL)	2,612 hours
Number of copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	289 series
Total running time of all copyrighted productions (SUNRISE and BANDAI NAMCO Pictures)	2,382 hours

As of June 30, 2015