



October 24, 2016

Press Release

Head office address 8-4-14 Akasaka, Minato-ku, Tokyo
 Company name Broadmedia Corporation (Code: 4347)
 Representative Representative CEO Taro Hashimoto
 Contact for inquiries Executive Director CFO Hideaki Oshio

Notice of Revision to Financial Forecasts and Posting of Non-operating Expenses

Broadmedia Corporation (hereinafter referred to as “the Company”) announces that it has revised the financial forecasts for the first six months in the fiscal year ending March 31, 2017, as announced on July 28, 2016. Details are as follows.

The Company also announces that it has posted non-operating expenses (investment loss by equity method) for the first six months in the fiscal year ending March 31, 2017.

1. Revision to the consolidated financial forecasts for the first six months in the fiscal year ending March 31, 2017

(April 1, 2016 to September 30, 2016)

| | Revenue | Operating income | Ordinary income | Net income attributable to owners of parent | Net income per share |
|--|--------------|------------------|-----------------|---|----------------------|
| | Million yen | Million yen | Million yen | Million yen | Yen |
| Previously forecast (A) | 6,300 | (20) | (60) | (170) | (2.49) |
| Revised forecast (B) | 6,487 | 62 | (15) | (149) | (2.18) |
| Difference (B–A) | 187 | 82 | 44 | 20 | — |
| Increase/Decrease (%) | 3.0 | — | — | — | — |
| (For reference) Financial results for the first six months in the previous year (First six months in the fiscal year ended March 31, 2016) | 5,896 | (78) | (216) | (589) | (8.67) |

2. Reason for the revision

<Revenue>

We expect that the revenue will climb to 6,487 million yen, reflecting better-than-expected performances in four segments - Content, Broadcast, Studio, and Technology, although the revenue from the Network Sales segment was lower than expected.

<Income>

An operating income of 62 million yen is expected to be posted, chiefly reflecting an increase in revenue and income in the Broadcast and Studio segments, as well as a reduction of costs in the Technology segment and corporate expenses, although we had expected an operating loss of 20 million yen.

In addition, with regard to the ordinary income and quarterly net income attributable to the owners of the parent, we expect that the loss will be smaller than expected for the same reason. However, in regards to consolidated financial forecasts for the fiscal year ending March 31, 2017, we have decided not to revise the previous forecasts, mainly due to the impact of a contract that was concluded in the first half in the Studio segment ahead of the initial timeframe of the second half, as well as the uncertain outlook for cloud game services and digital media services in the Content segment.

[For reference]

The following is a segment-by-segment breakdown of consolidated financial forecasts for the first six months

(Unit: Million yen)

| | Revenue | | | Operating income | | |
|--------------------|------------------------------------|-----------------------------|----------------------|------------------------------------|-----------------------------|----------------------|
| | Previously announced forecasts (A) | Newly revised forecasts (B) | Difference (B) - (A) | Previously announced forecasts (A) | Newly revised forecasts (B) | Difference (B) - (A) |
| Total | 6,300 | 6,487 | 187 | (20) | 62 | 82 |
| Content | 900 | 959 | 59 | (180) | (172) | 7 |
| Broadcast | 2,800 | 2,866 | 66 | 160 | 177 | 17 |
| Studio | 1,300 | 1,424 | 124 | 100 | 132 | 32 |
| Technology | 900 | 902 | 2 | 130 | 148 | 18 |
| Network sales | 400 | 335 | (64) | 10 | 6 | (3) |
| Corporate expenses | — | — | — | (240) | (230) | 9 |

* The forward-looking statements above, including financial forecasts, are based on information currently available to the Company and certain assumptions judged to be reasonable. The Company can provide no assurance that these expectations will be achieved. Actual results may differ due to a range of factors. In particular, such results may fluctuate materially depending on the conditions of the cloud gaming business.

3. Posting of non-operating expenses (investment loss by equity method)

In regards to G-cluster Global Corporation, an equity method unconsolidated subsidiary, we recognized accumulated losses until it was dissolved in May 2016, in proportion to the equities held by the Company. In addition, we have recognized income and losses of other equity method

affiliates for the first six months, in proportion to equities held by the Company. As a result, we have posted a cumulative loss of 56 million yen due to the investment loss by equity method.

For inquiries regarding this press release:

IR Dept., Broadmedia Corporation (E-mail: ir@broadmedia.co.jp)