



Company Name: Ateam Inc.

February 1, 2017

Representative: Takao Hayashi, President

(Code Number: 3662)

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## **Notice Concerning Revision of Consolidated Financial Forecast**

Based on recent business performance trends, Ateam Inc. (hereafter “Ateam”) has revised its consolidated financial forecast for the interim period of the fiscal year ending July 31, 2017 (August 1, 2016 through January 31, 2017), announced on September 9, 2016, as follows:

### **1. Revision of Consolidated Financial Forecast for the Interim Period of the Fiscal Year Ending July 31, 2017**

(August 1, 2016 through January 31, 2017)

	Revenue (millions of yen)	Operating income (millions of yen)	Ordinary income (millions of yen)	Net income attributable to shareholders of parent company (millions of yen)	Net income per share (yen)
Previous Forecast (A)	14,800	300	300	180	9.52
Revised Forecast (B)	<b>15,100</b>	<b>900</b>	<b>950</b>	<b>570</b>	<b>30.16</b>
Variance in Amount (B-A)	300	600	650	390	
Variance in Percentage (%)	2.0	200.0	216.7	216.7	
(Ref.) Results for the Interim Period of the Fiscal Year Ending July 31, 2016	10,031	665	606	308	16.38

### **2. Reasons for the Revision**

In the Entertainment Division, real-time RPG Unison League, which was released in Japan in December, 2014, and high-fantasy RPG Valkyrie Connect, which was released in Japan in June, 2016, have both been trending well and produced segment revenue and income above forecasts. Another new title, After School Girls Tribe, which was released in December 2016 after a delay, did not spend all of its allotted advertising budget. This reduced advertising spend also led to operating income higher than forecasted for the title.

In the Lifestyle Support and EC Divisions, current income and revenue were in line with forecasts.

Ordinary income is predicted to see marginal profits due to fluctuations in global exchange rates on overseas revenue from the Entertainment Division. Net income attributable to shareholders of parent company is calculated using forecasts based on actual results from FY2017 Q1.

For these reasons, consolidated financial forecasts for FY2017 Q2 have been revised as shown above.

However, as in-game purchases just launched very recently in After School Girls Tribe and many uncertain factors remain that make it difficult to accurately predict Entertainment Division revenue and income, there are no revisions to full-year forecasts at this time. An official notice will be printed as quickly as possible in the event that a large deviation from initial forecasts is predicted.

**(\*) Cautionary Statements with Respect to Future Statements and Other Notes**

The statements in this document regarding the future, including earnings forecasts, are estimates based on the information the company has at present and certain prerequisites which are regarded as reasonable. Actual performances may differ substantially from these forecasts subject to various factors.