



# NAMCO BANDAI Holdings Inc.

## Financial Highlights for the Fiscal Year Ended March 2007

### NAMCO BANDAI Holdings Inc. Consolidated Financial Results

#### 1. Summary of Income Statement

(millions of yen)

	FY 2006.3		FY 2007.3					FY 2008.3			
	Full Year Results	1st half Results	2nd Half Results	Full Year Initial Plan	Full Year Results	% v.s. prior year	% v.s. initial plan	1st half Plan	% v.s. prior year	Full Year Plan	% v.s. prior year
Net Sales	450,829	206,636	252,496	470,000	459,132	101.8%	97.7%	210,000	101.6%	480,000	104.5%
Gross Profit	156,565	75,739	92,340	166,850	168,079	107.4%	100.7%	74,300	98.1%	175,000	104.1%
Operating Income	35,669	17,263	24,961	40,000	42,224	118.4%	105.6%	13,000	75.3%	45,000	106.6%
Recurring Income	37,122	18,561	27,054	40,500	45,615	122.9%	112.6%	14,000	75.4%	47,000	103.0%
Net Income	14,149	11,011	13,241	22,000	24,252	171.4%	110.2%	7,500	68.1%	26,500	109.3%

#### 2. Net Sales by Segment

(millions of yen)

	FY 2006.3		FY 2007.3					FY 2008.3			
	Full Year Results	1st half Results	2nd Half Results	Full Year Initial Plan	Full Year Results	% v.s. prior year	% v.s. initial plan	1st half Plan	% v.s. prior year	Full Year Plan	% v.s. prior year
Toys and Hobby	181,007	85,784	99,802	180,000	185,586	102.5%	103.1%	85,000	99.1%	190,000	102.4%
Amusement Facility	81,294	43,216	44,980	90,000	88,196	108.5%	98.0%	46,000	106.4%	95,000	107.7%
Game Contents	130,774	57,007	82,180	153,000	139,187	106.4%	91.0%	57,500	100.9%	150,000	107.8%
Network	12,521	6,266	6,223	13,500	12,489	99.7%	92.5%	5,200	83.0%	11,500	92.1%
Visual and Music Content	43,328	19,282	23,724	37,500	43,006	99.3%	114.7%	19,500	101.1%	44,000	102.3%
Other	20,804	10,943	9,957	19,000	20,900	100.5%	110.0%	9,500	86.8%	19,500	93.3%
Elimination and Corporate	-18,901	-15,865	-14,369	-23,000	-30,234	-	-	-12,700	-	-30,000	-
Total	450,829	206,636	252,496	470,000	459,132	101.8%	97.7%	210,000	101.6%	480,000	104.5%

#### 3. Operating Income by Segment

(millions of yen)

	FY 2006.3		FY 2007.3					FY 2008.3						
	Full Year Results	OP Margin	1st half Results	2nd Half Results	Full Year Initial Plan	Full Year Results	OP Margin	% v.s. prior year	% v.s. initial plan	1st half Plan	% v.s. prior year	Full Year Plan	OP Margin	% v.s. prior year
Toys and Hobby	19,085	10.5%	8,186	9,217	15,700	17,403	9.4%	91.2%	110.8%	6,800	83.1%	17,800	9.4%	102.3%
Amusement Facility	1,888	2.3%	1,883	2,121	4,800	4,004	4.5%	212.0%	83.4%	2,500	132.7%	6,000	6.3%	149.8%
Game Contents	9,707	7.4%	1,853	9,656	13,000	11,509	8.3%	118.6%	88.5%	1,800	97.1%	15,000	10.0%	130.3%
Network	1,835	14.7%	540	340	1,900	880	7.0%	48.0%	46.3%	300	55.5%	1,000	8.7%	113.6%
Visual and Music Content	6,187	14.3%	4,516	4,980	6,400	9,496	22.1%	153.5%	148.4%	2,500	55.3%	6,800	15.5%	71.6%
Other	1,187	5.7%	899	118	700	1,017	4.9%	85.7%	145.4%	400	44.4%	800	4.1%	78.6%
Elimination and Corporate	-4,222	-	-617	-1,471	-2,500	-2,088	-	-	-	-1,300	-	-2,400	-	-
Total	35,669	7.9%	17,263	24,961	40,000	42,224	9.2%	118.4%	105.6%	13,000	75.3%	45,000	9.4%	106.6%

#### 4. Net Sales by Region (External sales after elimination)

(millions of yen)

	FY 2006.3		FY 2007.3					FY 2008.3			
	Full Year Results	1st half Results	2nd Half Results	Full Year Initial Plan	Full Year Results	% v.s. prior year	% v.s. initial plan	1st half Plan	% v.s. prior year	Full Year Plan	% v.s. prior year
Japan	365,823	166,121	190,127	370,000	356,248	97.4%	96.3%	167,000	100.5%	370,000	103.9%
Americas	42,769	19,975	32,340	54,500	52,315	122.3%	96.0%	20,000	100.1%	56,000	107.0%
Europe	31,231	13,998	23,765	33,000	37,763	120.9%	114.4%	17,000	121.4%	40,000	105.9%
Asia	11,005	6,541	6,264	12,500	12,805	116.4%	102.4%	6,000	91.7%	14,000	109.3%
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-
Total	450,829	206,636	252,496	470,000	459,132	101.8%	97.7%	210,000	101.6%	480,000	104.5%

#### 5. Operating Income by Region

(millions of yen)

	FY 2006.3		FY 2007.3					FY 2008.3						
	Full Year Results	OP Margin	1st half Results	2nd Half Results	Full Year Initial Plan	Full Year Results	OP Margin	% v.s. prior year	% v.s. initial plan	1st half Plan	% v.s. prior year	Full Year Plan	OP Margin	% v.s. prior year
Japan	37,614	10.3%	16,598	16,529	34,500	33,127	9.3%	88.1%	96.0%	10,700	64.5%	36,200	9.8%	109.3%
Americas	-3,284	-	-867	4,243	1,900	3,376	6.5%	-	177.7%	0	-	2,500	4.5%	74.0%
Europe	4,330	13.9%	1,405	3,848	4,000	5,253	13.9%	121.3%	131.3%	2,500	177.9%	6,000	15.0%	114.2%
Asia	2,270	20.6%	1,373	1,357	2,100	2,730	21.3%	120.2%	130.0%	1,000	72.8%	2,800	20.0%	102.6%
Elimination and Corporate	-5,262	-	-1,245	-1,018	-2,500	-2,263	-	-	-	-1,200	-	-2,500	-	-
Total	35,669	7.9%	17,263	24,961	40,000	42,224	9.2%	118.4%	105.6%	13,000	75.3%	45,000	9.4%	106.6%

#### 6. Other Data

(millions of yen)

	FY 2006.3		FY 2007.3					FY 2008.3			
	Full Year Results	1st half Results	2nd Half Results	Full Year Initial Plan	Full Year Results	% v.s. prior year	% v.s. initial plan	1st half Plan	% v.s. prior year	Full Year Plan	% v.s. prior year
Capital Expenditures	20,816	9,041	11,290	22,500	20,331	97.7%	90.4%	12,000	132.7%	24,000	118.0%
Depreciation	19,144	8,988	12,212	22,000	21,200	110.7%	96.4%	11,000	122.4%	22,500	106.1%
R&D Investments	32,250	16,014	16,102	33,000	32,116	99.6%	97.3%	18,000	112.4%	35,000	109.0%
Advertising Expenses	31,055	14,038	16,993	34,500	31,031	99.9%	89.9%	14,000	99.7%	32,500	104.7%
Personnel Expenses	33,753	17,653	18,371	35,000	36,024	106.7%	102.9%	18,000	102.0%	37,000	102.7%

\* 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.

# NAMCO BANDAI Holdings Inc.

## Overview of Business Results for the Fiscal Year Ended March 31, 2007

### Toys and Hobby Business

【Net Sales by Character (BANDAI non-consolidated)】

	(billion yen)	
	FY07.3	FY08.3 Forecast
Mobile Suit Gundam	17.8	19.0
Tamagotchi	12.4	6.5
Power Ranger Series	10.1	10.0
Anpanman	8.8	8.5
DRAGON BALL Z	7.9	6.0
Masked Rider	7.1	9.0
Pretty Cure	6.0	8.0
Cinnamoroll	3.7	3.0
Digimon	3.1	1.0
Ultraman	3.6	5.0
Pokémon	3.4	4.0

【Tamagotchi sales】

	(thousand units)			
	FY04.3 Full Year	FY05.3 Full Year	FY06.3 Full Year	FY07.3 Full Year
Japan	250	2,250	6,100	1,650
Overseas	0	3,250	6,900	7,050
TOTAL	250	5,500	13,000	8,700

【DATA CARDDASS: installed units】

As of end of March 2007: 14,450 units (Japan)

### Amusement Facility Business

【Number of facilities】

	Japan				Americas				Europe				Asia			
	FY07.3		FY08.3 Forecast		FY07.3		FY08.3 Forecast		FY07.3		FY08.3 Forecast		FY07.3		FY08.3 Forecast	
	1st half	Full Year	1st half	Full Year	1st half	Full Year	1st half	Full Year	1st half	Full Year	1st half	Full Year	1st half	Full Year	1st half	Full Year
Start of Term	** 313	** 313	316	316	127	127	109	109	11	11	14	14	15	15	14	14
Openings	12	26	5	13	0	0	0	0	5	5	0	0	1	2	0	1
Closures	6	23	8	22	11	18	9	19	0	2	0	0	1	3	0	1
End of Term	319	316	313	307	116	109	100	90	16	14	14	14	15	14	14	14
Revenue Share	158	140	130	120	1,039	1,041	1,176	1,339	1	1	1	1	18	20	22	25
Theme Park	5	6	6	6	0	0	0	0	0	0	0	0	0	0	0	0
Spa Resort	2	3	4	4	0	0	0	0	0	0	0	0	0	0	0	0
Total	484	465	453	437	1,155	1,150	1,276	1,429	17	15	15	15	33	34	36	39

(\*) Due to change in segment classification, 2 stores of Kaikaya are included in the Amusement Facility Business from the beginning of FY07.3.

	Total			
	FY07.3		FY08.3 Forecast	
	1st half	Full Year	1st half	Full Year
Start of Term	466	466	453	453
Openings	18	33	5	14
Closures	18	46	17	42
End of Term	466	453	441	425
Revenue Share	1,216	1,202	1,329	1,485
Theme Park	5	6	6	6
Spa Resort	2	3	4	4
Total	1,689	1,664	1,780	1,920

【Same store year on year】

Japan	FY07.3	Apr	May	Jun	1Q (3 month)	Jul	Aug	Sep	2Q (3 month)	1st half	
		109.7%	101.8%	102.6%	104.7%	103.6%	98.9%	98.2%	100.2%	102.2%	
	FY06.3	95.5%	89.3%	94.2%	92.8%	100.7%	95.6%	97.2%	97.6%	95.5%	
		Oct	Nov	Dec	3Q (3 month)	Jan	Feb	Mar	4Q (3 month)	2nd half	Full Year
	FY07.3	93.0%	103.0%	104.4%	100.1%	102.2%	98.3%	96.9%	99.8%	100.0%	101.1%
	FY06.3	99.4%	100.4%	100.3%	100.0%	98.5%	104.5%	106.5%	102.7%	101.7%	98.5%

  

US	FY07.3	Jan	Feb	Mar	1Q (3 month)	Apr	May	Jun	2Q (3 month)	1st half	
		102.3%	96.2%	96.7%	98.6%	95.8%	91.1%	93.8%	93.8%	96.3%	
	FY06.3	96.8%	97.6%	100.2%	98.1%	94.3%	98.0%	98.3%	96.8%	97.5%	
		Jul	Aug	Sep	3Q (3 month)	Oct	Nov	Dec	4Q (3 month)	2nd half	Full Year
	FY07.3	94.6%	96.4%	100.5%	96.6%	95.1%	96.1%	94.3%	95.1%	95.9%	96.1%
	FY06.3	97.8%	98.1%	95.4%	97.3%	98.6%	96.6%	93.2%	96.0%	96.6%	97.0%

## Game Contents Business

### ① Home Video Game Software

#### 【Home video game software titles and units sold】

(Unit: Thousand)

	FY2007.3			
	1st half		Full Year	
	Title	Unit	Title	Unit
<b>NBG (Japan)</b>	<b>41</b>	<b>4,623</b>	<b>86</b>	<b>10,869</b>
(Home)	18	1,912	39	5,381
(Portable)	23	2,711	47	5,488
<b>Group (Japan)</b>	<b>4</b>	<b>418</b>	<b>13</b>	<b>1,346</b>
(Home)	1	144	6	589
(Portable)	3	274	7	757
<b>Group (US)</b>	<b>16</b>	<b>2,202</b>	<b>51</b>	<b>5,930</b>
(Home)	10	1,492	32	4,364
(Portable)	6	710	19	1,566
<b>Group (Europe)</b>	<b>7</b>	<b>1,762</b>	<b>16</b>	<b>4,715</b>
(Home)	4	1,065	12	2,866
(Portable)	3	697	4	1,849
<b>Group (Asia)</b>	<b>12</b>	<b>203</b>	<b>22</b>	<b>492</b>
(Home)	1	85	5	273
(Portable)	11	118	17	219
<b>Group Total</b>	<b>80</b>	<b>9,208</b>	<b>188</b>	<b>23,352</b>
(Home)	34	4,698	94	13,473
(Portable)	46	4,510	94	9,879
Localized versions	34		79	

※After elimination of localized versions

<b>Group Total</b>	<b>46</b>	<b>9,208</b>	<b>109</b>	<b>23,352</b>
(Home)	-	4,698	-	13,473
(Portable)	-	4,510	-	9,879

(Unit: Thousand)

	FY2008.3 Forecast			
	1st half		Full Year	
	Title	Unit	Title	Unit
<b>NBG (Japan)</b>	<b>34</b>	<b>4,250</b>	<b>95</b>	<b>13,100</b>
(Home)	10	1,188	40	5,908
(Portable)	24	3,062	55	7,192
<b>Group (Japan)</b>	<b>6</b>	<b>800</b>	<b>20</b>	<b>2,100</b>
(Home)	4	660	12	1,610
(Portable)	2	140	8	490
<b>Group (US)</b>	<b>11</b>	<b>1,310</b>	<b>37</b>	<b>4,950</b>
(Home)	5	997	26	3,897
(Portable)	6	313	11	1,053
<b>Group (Europe)</b>	<b>12</b>	<b>1,775</b>	<b>28</b>	<b>4,650</b>
(Home)	5	830	16	2,895
(Portable)	7	945	12	1,755
<b>Group (Asia)</b>	<b>8</b>	<b>135</b>	<b>36</b>	<b>400</b>
(Home)	5	76	26	323
(Portable)	3	59	10	77
<b>Group Total</b>	<b>71</b>	<b>8,270</b>	<b>216</b>	<b>25,200</b>
(Home)	29	3,751	120	14,633
(Portable)	42	4,519	96	10,567
Localized versions	31		101	

※After elimination of localized versions

<b>Group Total</b>	<b>40</b>	<b>8,270</b>	<b>115</b>	<b>25,200</b>
(Home)	-	3,751	-	14,633
(Portable)	-	4,519	-	10,567

#### 【FY2007.3 Top 10 Game Titles】

#### 【Group Total By Platform】

(Unit: thousand)

Region	Platform	Title	Unit
J,E,A	PS2	Dragon Ball Z Sparking ! NEO	1,175
J,US,E,A	PSP	TEKKEN DARK RESURRECTION	1,001
J,US	DS	Tamagotchi Cornershop 2	871
E,A	PS2	TEKKEN5 Platinum	737
US,E	PS2	NARUTO: ULTIMATE NINJA	650
J	PS2	Mobile Suit Gundam SEED DESTINY II PLUS	531
J,E	PS2	Super Dragon Ball Z	466
US,E,A	PS2	ACE COMBAT ZERO	444
J,E	PSP	Dragon Ball Z Shin Budokai	415
US,E	PS2	SOUL CALIBURIII(Lower-priced version)	404

J: Japan, US: United States, E: Europe, A: Asia

(Unit: thousand)

Platform	FY2007.3		FY2008.3 Forecast	
	Title	Unit	Title	Unit
PS2	63	10,670	34	5,991
PS3	6	972	23	2,859
Xbox360	7	237	24	1,213
Wii	5	492	37	4,143
PSP	50	4,641	18	2,338
NDS	42	4,731	78	8,101
Others	15	1,609	2	555
	<b>188</b>	<b>23,352</b>	<b>216</b>	<b>25,200</b>
Localized titles	79		101	
Total	<b>109</b>		<b>115</b>	

②Arcade Game Machines: Net Sales

**【NAMCO BANDAI Games】** (million yen)

Product Category	FY2007.3	FY2008.3 Forecast
Small-sized Video Games	964	4,200
Medium-sized Video Games	15,463	12,500
Electrical-Mechanical Games	5,896	5,200
Medal Games	1,184	4,900
Other	7,181	6,500
<b>TOTAL</b>	<b>30,688</b>	<b>33,300</b>

**【BANPRESTO】** (million yen)

	FY2007.3	FY2008.3 Forecast
Game Machines	4,303	4,000

**【Overseas】** (million yen)

	FY2007.3	FY2008.3 Forecast
NAMCO America and NAMCO Europe	4,940	6,700

Note: Figures include transactions among Group Companies

## Network Business

**【Number of Subscribers】**

As of March 31, 2007

( thousand )

	Game	Sound	Character	Other	TOTAL
BANDAI NETWORKS	1,790	800	920	160	3,670
NAMCO BANDAI GAMES(*)	1,210	-	-	-	1,210
<b>TOTAL</b>	<b>3,000</b>	<b>800</b>	<b>920</b>	<b>160</b>	<b>4,880</b>

(\*) Results for mobile content distribution service of NAMCO BANDAI Games Inc. is posted in the Game Contents Business.

## Visual and Music Content Business

【Net sales breakdown and percentage by type of business】

(million yen)

	Visual Package	Production, License	Other	Total
FY2007.3	33,875	9,131	-	43,006
	78.8%	21.2%	-	-
FY2006.3	28,971	8,570	5,787	43,328
	66.9%	19.8%	13.4%	-