



NAMCO BANDAI Holdings Inc.

Financial Highlights for Interim Period of FYE March 2006

NAMCO BANDAI Holdings Inc. Consolidated Financial Results

1. NAMCO BANDAI Holdings Inc. - Summary of Income Statement (millions of yen)

	FYE Mar 2006		
	1st Half Results	2nd Half Forecast	Full Year Forecast
Net Sales	218,873	251,127	470,000
Gross Income	77,526	88,474	166,000
Operating Income	17,546	26,654	44,200
Ordinary Income	18,244	25,856	44,100
Net Income	7,834	16,566	24,400

2. NAMCO BANDAI Holdings Inc. - Net Sales by Segment (millions of yen)

	FYE Mar 2006		
	1st Half Results	2nd Half Forecast	Full Year Forecast
Toys & Hobby	82,539	96,961	179,500
Amusement Facility	41,052	42,948	84,000
Game Contents	63,773	83,627	147,400
Network	5,950	6,050	12,000
Visual and Music Content	23,053	17,734	40,787
Other	11,220	9,280	20,500
Elimination and Corporate	8,716	5,471	14,187
Total	218,873	251,127	470,000

3. NAMCO BANDAI Holdings Inc. - Operating Income by Segment (millions of yen)

	FYE Mar 2006		
	1st Half Results	2nd Half Forecast	Full Year Forecast
Toys & Hobby	8,397	7,703	16,100
Amusement Facility	2,300	2,400	4,700
Game Contents	7,448	13,252	20,700
Network	857	1,143	2,000
Visual and Music Content	3,095	2,841	5,936
Other	59	59	0
Elimination and Corporate	4,492	744	5,236
Total	17,546	26,654	44,200

4. NAMCO BANDAI Holdings Inc. - Net Sales by Region (External sales after elimination)

	FYE Mar 2006		
	1st Half Results	2nd Half Forecast	Full Year Forecast
Japan	180,849	203,651	384,500
Americas	20,048	26,452	46,500
Europe	12,659	16,341	29,000
Asia	5,315	4,685	10,000
Elimination and Corporate	-	-	-
Total	218,873	251,127	470,000

5. NAMCO BANDAI Holdings Inc. - Operating Income by Region (millions of yen)

	FYE Mar 2006		
	1st Half Results	2nd Half Forecast	Full Year Forecast
Japan	22,377	19,523	41,900
Americas	3,226	4,026	800
Europe	1,791	2,709	4,500
Asia	1,202	1,098	2,300
Elimination and Corporate	4,598	702	5,300
Total	17,546	26,654	44,200

6. NAMCO BANDAI Holdings Inc. - Other Data (millions of yen)

	FYE Mar 2006		
	1st Half Results	2nd Half Forecast	Full Year Forecast
Capital Expenditures	10,777	14,723	25,500
Depreciation	8,743	10,257	19,000
R&D Investments	16,358	20,142	36,500
Advertising Expenses	15,359	17,141	32,500

* The figures on the left include the following expenses regarding the Holding Company (millions of yen)

	1st Half Results	Full Year Forecast
Capital Expenditures	74	100
Depreciation	1	10
Advertising Expenses	179	300

BANDAI CO, LTD. - Consolidated

1. BANDAI CO, LTD. - Summary of Income Statement

(millions of yen)

	FYE Mar 2005	FYE Mar 2006											
	Full Year	1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year
Net Sales	269,945	131,000	134,645	102.8%	111.0%	154,000	155,355	100.9%	104.5%	285,000	290,000	101.8%	107.4%
Gross Income	116,801	57,800	57,318	99.2%	109.7%	67,700	63,182	93.3%	97.9%	125,500	120,500	96.0%	103.2%
Operating Income	24,398	9,800	15,332	156.4%	156.0%	19,700	16,168	82.1%	111.0%	29,500	31,500	106.8%	129.1%
Ordinary Income	25,723	10,000	15,946	159.5%	157.4%	20,000	16,054	80.3%	103.0%	30,000	32,000	106.7%	124.4%
Net Income	11,225	4,500	5,607	124.6%	144.4%	11,000	10,393	94.5%	141.6%	15,500	16,000	103.2%	142.5%

2. BANDAI CO, LTD. - Net Sales by Segment

(millions of yen)

	FYE Mar 2005	FYE Mar 2006											
	Full Year	1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year
Toys & Hobby	167,293	81,000	82,539	101.9%	107.5%	95,000	96,961	102.1%	107.1%	176,000	179,500	102.0%	107.3%
Amusement Facility	2,991	2,000	1,957	97.9%	143.0%	2,000	2,043	102.2%	126.0%	4,000	4,000	100.0%	133.7%
Game Contents	53,497	25,000	26,569	106.3%	120.0%	33,000	31,931	96.8%	101.8%	58,000	58,500	100.9%	109.4%
Network	10,136	6,000	5,950	99.2%	126.2%	6,000	6,050	100.8%	111.6%	12,000	12,000	100.0%	118.4%
Visual and Music Content	33,878	17,000	17,281	101.7%	115.0%	18,000	17,719	98.4%	94.0%	35,000	35,000	100.0%	103.3%
Other	15,051	6,000	7,719	128.7%	103.0%	6,000	6,281	104.7%	83.1%	12,000	14,000	116.7%	93.0%
Elimination and Corporate	12,904	6,000	7,372	-	-	6,000	5,628	-	-	12,000	13,000	-	-
Total	269,945	131,000	134,645	102.8%	111.0%	154,000	155,355	100.9%	104.5%	285,000	290,000	101.8%	107.4%

3. BANDAI CO, LTD. - Operating Income by Segment

(millions of yen)

	FYE Mar 2005	FYE Mar 2006														
	Full Year	1st Half				2nd Half				Full Year						
	Results	Start of Term Plan	Actual	Operating Income %	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year
Toys & Hobby	12,807	5,000	8,397	102.2%	167.9%	154.2%	9,700	7,703	7.9%	79.4%	104.6%	14,700	16,100	9.0%	109.5%	125.7%
Amusement Facility	371	0	84	4.3%	-	-	0	84	-4.1%	-	38.2%	0	0	-	-	0.0%
Game Contents	5,289	1,500	3,213	12.1%	214.2%	166.6%	6,500	4,587	14.4%	70.6%	136.5%	8,000	7,800	13.3%	97.5%	147.5%
Network	1,665	1,000	857	14.4%	85.7%	117.9%	1,000	1,143	18.9%	114.3%	121.9%	2,000	2,000	16.7%	100.0%	120.1%
Visual and Music Content	5,260	3,000	3,460	20.0%	115.3%	161.4%	3,300	2,840	16.0%	86.1%	91.1%	6,300	6,300	18.0%	100.0%	119.8%
Other	938	300	495	6.4%	165.0%	106.5%	200	505	-	252.5%	-	500	1,000	7.1%	200.0%	106.6%
Elimination and Corporate	1,191	1,000	1,176	-	-	-	1,000	524	-	-	-	2,000	1,700	-	-	-
Total	24,398	9,800	15,332	11.4%	156.4%	156.0%	19,700	16,168	10.4%	82.1%	111.0%	29,500	31,500	10.9%	106.8%	129.1%

4. BANDAI CO, LTD. - Net Sales by Region (External sales after elimination)

(millions of yen)

	FYE Mar 2005	FYE Mar 2006											
	Full Year	1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year
Japan	219,221	111,000	113,609	102.4%	110.0%	119,000	124,891	105.0%	107.7%	230,000	238,500	103.7%	108.8%
Americas	20,749	7,300	6,386	87.5%	96.6%	15,700	12,614	80.3%	89.2%	23,000	19,000	82.6%	91.6%
Europe	21,744	8,500	9,656	113.6%	126.2%	14,500	13,344	92.0%	94.7%	23,000	23,000	100.0%	105.8%
Asia	8,230	4,200	4,992	118.9%	132.8%	4,800	4,508	93.9%	100.8%	9,000	9,500	105.6%	115.4%
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-	-	-
Total	269,945	131,000	134,645	102.8%	111.0%	154,000	155,355	100.9%	104.5%	285,000	290,000	101.8%	107.4%

5. BANDAI CO, LTD. - Operating Income by Region

(millions of yen)

	FYE Mar 2005	FYE Mar 2006														
	Full Year	1st Half				2nd Half				Full Year						
	Results	Start of Term Plan	Actual	Operating Income %	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year
Japan	23,040	9,300	15,858	14.0%	170.5%	143.6%	14,700	12,042	9.6%	81.9%	100.4%	24,000	27,900	11.7%	116.3%	121.1%
Americas	2,728	1,000	2,114	-	-	-	2,000	1,114	8.8%	-	-	1,000	1,000	-	-	-
Europe	3,967	1,500	1,807	18.7%	120.5%	128.8%	2,800	2,493	18.7%	89.0%	97.2%	4,300	4,300	18.7%	100.0%	108.4%
Asia	1,980	1,000	1,136	22.8%	113.6%	106.0%	1,200	1,064	23.6%	88.7%	117.2%	2,200	2,200	23.2%	100.0%	111.1%
Elimination and Corporate	1,863	1,000	1,354	-	135.4%	-	1,000	546	-	54.6%	-	2,000	1,900	-	-	-
Total	24,398	9,800	15,332	11.4%	156.4%	156.0%	19,700	16,168	10.4%	82.1%	111.0%	29,500	31,500	10.9%	106.8%	129.1%

6. BANDAI CO, LTD. - Other Data

(millions of yen)

	FYE Mar 2005	FYE Mar 2006											
	Full Year	1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year
Capital Expenditures	8,922	4,500	4,551	101.1%	79.8%	7,000	6,949	99.3%	215.9%	11,500	11,500	100.0%	128.9%
Depreciation	7,946	4,000	3,652	91.3%	101.0%	4,000	4,348	108.7%	100.4%	8,000	8,000	100.0%	100.7%
R&D Investments	8,319	5,800	4,880	84.1%	120.6%	6,700	7,120	106.3%	166.6%	12,500	12,000	96.0%	144.2%
Advertising Expenses	25,663	13,000	12,133	93.3%	106.6%	14,000	14,667	104.8%	102.7%	27,000	26,800	99.3%	104.4%

NAMCO LIMITED - Consolidated

1. NAMCO LIMITED - Summary of Income Statement

(millions of yen)

	FYE Mar 2005		FYE Mar 2006											
	Full Year		1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Net Sales	178,551	90,000	85,052	94.5%	103.7%	100,000	94,948	94.9%	98.3%	190,000	180,000	94.7%	100.8%	
Gross Income	47,555	21,300	20,700	97.2%	103.9%	28,000	24,800	88.6%	89.7%	49,300	45,500	92.3%	95.7%	
Operating Income	15,085	3,700	2,538	68.6%	57.4%	11,000	10,162	92.4%	95.3%	14,700	12,700	86.4%	84.2%	
Ordinary Income	14,588	3,400	2,632	77.4%	62.7%	10,700	9,468	88.5%	91.1%	14,100	12,100	85.8%	82.9%	
Net Income	9,464	2,400	2,526	105.3%	94.3%	6,500	5,874	90.4%	86.6%	8,900	8,400	94.4%	88.8%	

2. NAMCO LIMITED - Net Sales by Segment

(millions of yen)

	FYE Mar 2005		FYE Mar 2006											
	Full Year		1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Amusement Facility	82,042	41,200	39,094	94.9%	94.9%	42,000	40,906	97.4%	100.2%	83,200	80,000	96.2%	97.5%	
Game Contents - AM Machine	28,021	14,850	14,584	98.2%	87.5%	15,950	16,316	102.3%	143.7%	30,800	30,900	100.3%	110.3%	
Game Contents - Home Videogame	47,488	24,900	22,704	91.2%	163.5%	32,100	35,296	110.0%	105.0%	57,000	58,000	101.8%	122.1%	
Network	10,532	5,950	5,787	97.3%	118.3%	6,150	0	0.0%	0.0%	12,100	5,787	47.8%	54.9%	
Visual and Music Content	5,172	-	-	-	-	-	-	-	-	-	-	-	-	
Other	6,787	3,700	3,501	94.6%	98.6%	4,400	2,999	68.2%	92.7%	8,100	6,500	80.2%	95.8%	
Elimination and Corporate	1,491	600	620	-	-	600	567	-	-	1,200	1,187	-	-	
Total	178,551	90,000	85,052	94.5%	103.7%	100,000	94,950	95.0%	98.3%	190,000	180,000	94.7%	100.8%	

3. NAMCO LIMITED - Operating Income by Segment

(millions of yen)

	FYE Mar 2005		FYE Mar 2006											
	Full Year		1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	Operating Income %	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year
Amusement Facility	6,086	3,300	2,277	5.8%	69.0%	57.5%	3,900	2,423	62.1%	114.1%	7,200	4,700	65.3%	77.2%
Game Contents - AM Machine	6,691	3,300	3,933	27.0%	119.2%	85.7%	2,800	1,067	38.1%	50.8%	6,100	5,000	82.0%	74.7%
Game Contents - Home Videogame	7,888	1,400	301	1.3%	-	-	6,500	7,599	-	82.5%	7,900	7,900	100.0%	100.2%
Network	191	250	364	-	-	-	250	0	-	0.0%	0	364	-	-
Visual and Music Content	25	-	-	-	-	-	-	-	-	-	-	-	-	
Other	560	750	555	-	-	-	250	445	-	-	1,000	1,000	-	-
Elimination and Corporate	5,237	3,300	3,054	-	-	-	2,200	482	-	-	5,500	3,536	-	-
Total	15,085	3,700	2,538	3.0%	68.6%	57.4%	11,000	10,162	92.4%	95.3%	14,700	12,700	86.4%	84.2%

4. NAMCO LIMITED - Net Sales by Region (External sales after elimination)

(millions of yen)

	FYE Mar 2005		FYE Mar 2006											
	Full Year		1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Japan	140,606	-	68,057	-	101.6%	-	77,943	-	105.9%	-	146,000	-	103.8%	
Americas	31,343	-	13,668	-	119.2%	-	13,832	-	69.6%	-	27,500	-	87.7%	
Europe	6,081	-	3,002	-	92.1%	-	2,998	-	106.2%	-	6,000	-	98.7%	
Asia	519	-	323	-	121.4%	-	177	-	70.0%	-	500	-	96.3%	
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-	-	-	
Total	178,551	-	85,052	-	103.7%	-	94,948	-	98.3%	-	180,000	-	100.8%	

5. NAMCO LIMITED - Operating Income by Region

(millions of yen)

	FYE Mar 2005		FYE Mar 2006											
	Full Year		1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	Operating Income %	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year
Japan	18,136	-	6,580	9.7%	-	87.9%	-	7,420	-	69.7%	17,600	14,000	79.5%	77.2%
Americas	2,153	-	1,110	-	-	-	-	2,910	-	100.9%	2,200	1,800	81.8%	83.6%
Europe	77	-	15	-	-	-	-	215	-	-	200	200	100.0%	259.7%
Asia	47	-	66	20.4%	-	183.3%	-	34	-	309.1%	100	100	100.0%	212.8%
Elimination and Corporate	5,329	-	2,982	-	-	-	-	418	-	-	5,400	3,400	-	-
Total	15,085	-	2,538	3.0%	-	57.4%	-	10,162	-	95.3%	14,700	12,700	86.4%	84.2%

6. NAMCO LIMITED - Other Data

(millions of yen)

	FYE Mar 2005		FYE Mar 2006											
	Full Year		1st Half				2nd Half				Full Year			
	Results	Start of Term Plan	Actual	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Capital Expenditures	12,058	8,737	6,152	70.4%	93.9%	7,097	7,748	109.2%	140.8%	15,834	13,900	115.3%	115%	
Depreciation	11,172	5,574	5,090	91.3%	99.9%	6,778	5,910	87.2%	97.3%	12,352	11,000	98.5%	98%	
R&D Investments	21,905	12,887	11,478	89.1%	110.0%	11,361	13,022	114.6%	113.5%	24,248	24,500	111.8%	112%	
Advertising Expenses	5,760	-	3,046	-	111.0%	-	2,354	-	78.1%	-	5,400	-	94%	

* Depreciation for FYE March 2006 does not include amortization of long-term prepaid expenses.

NAMCO BANDAI Holdings Inc.

Overview of the First Half of FYE March 2006, September 30, 2005

Highlights

- **Toys & Hobby Business**
 In Japan, girls' toys and children's apparel based on the animation series Pretty Cure Max Heart, and the Tamagotchi Plus series continued to achieve strong sales, following on from the previous year. In addition, DATA CARDDAS, a new game category that fuses digital data with card games, made a strong start. Meanwhile, popular items for boys included toys based on Maji Ranger (Power Rangers), children's apparel and sundries based on MUSHIKING (The King of Beetles). In the U.S., measures to concentrate the launch of mainstay products in the second half of the fiscal year, which includes the Christmas shopping season, has underpinned a robust performance. These measures come as part of efforts to concentrate resources on carefully selected characters and businesses in the U.S. Meanwhile, in Europe and Asia, sales centered on POWER RANGERS and the Tamagotchi series went well. Due to the above items, the Toys & Hobby Business posted net sales of ¥82,539 million and operating income of ¥8,397 million.
- **Amusement Facility Business**
 In Japan, this business focused on capturing new customers mainly through the launch of The Idol Master, a proprietary coin-operated game machine. Two new large-scale amusement facilities that were opened in the previous fiscal year and Asakusa Hanayashiki, an amusement park transferred to the Group on August 30, 2004, also contributed to results. However, deteriorating market conditions, including the waning popularity of prize machines, reduced first-half sales at existing directly managed locations by 4.5% year on year. In the U.S., the business continued to take steps to expand its network of facilities operated under revenue-sharing arrangements, close unprofitable sites, and reduce costs. As a result, sales at existing directly managed locations in the interim period bottomed out, falling only 2.3% year on year. However, overall performance was lackluster, due to the impact of deteriorating market conditions, impacted by the landfall of successive hurricanes and high gasoline prices. In Europe, operations were generally favorable, centered on business in the U.K., despite some impact from terrorist incidents. In Asia, the operating environment remained difficult due to the lack of progress on deregulation in China, but prize games performed well. As of September 30, 2005, the total number of amusement facilities was 1,688 locations, including 479 directly managed sites, 1,205 sites operated under revenue-sharing arrangements, and 4 theme parks. Due to the above items, the Amusement Facility Business posted net sales of ¥41,052 million and operating income of ¥2,300 million.
- **Game Contents Business**
 Home videogame software sales in Japan were supported by the launch of Tales of Legendia for the PlayStation2 (PS2), in addition to strong sales of Super Robot Wars and Dragon Ball Z Sparking!. In the U.S., Ridge Racer for the PlayStation Portable (PSP) performed well. In Europe, strong performers included Tekken 5 for the PS2 and the Dragon Ball Z series. In Asia, the Group launched Tekken 5 for the PS2 and other titles.
 The Bandai Group will apply accounting standards for content to videogame software production undertaken since the first fiscal half. Previously, accounting standards for software were applied. As a result of this change, R&D expenses decreased during the first fiscal half.
 In sales of coin-operated game machines in Japan, strong sales were recorded by titles such as The Idol Master, a game that has attracted significant attention because its content promises diverse applications. Overseas, strong performers included Wangan Midnight MAXIMUM TUNE 2 in the U.S. and The Fast and The Furious (RAW THRILLS INC.) in Europe. However, first-half sales were not sufficient to offset the impact of the launch of certain products postponed.
 In the pachinko and pachislot LCD business, LCD display units for the Matsuri No Tatsujin pachislot machine were sold to YAMASA CO., LTD., but overall sales declined compared to the same period a year earlier.
 NAMCO runs a content distribution business for users of mobile phones and other portable devices. In Japan, this business saw Taiko No Tatsujin and other mobile phone sites perform well. As of September 30, 2005, the number of subscribers had reached 1,025,300, topping the one million mark for the first time. Overseas, there was an increase in the number of carriers offering NAMCO mobile phone sites in the U.S. However, in Europe, this business struggled due to delays in launching new services and other factors. Due to the above items, the Game Contents Business recorded net sales of ¥63,773 million and operating income of ¥7,448 million.
- **Network Business**
 In the Network Business, which is conducted by Bandai Networks Co., Ltd., good results were delivered with the launch of a variety of game content tailored to content distribution services targeting mobile phone users. This included GNO Mobile, a service linked to Gundam Network Operation 2, an online game for PC users. Furthermore, the provision of new technologies for mobile phones, such as 3D Engine, which generates 3D character images, solutions for companies, and web content contributed to results. As a result of the foregoing, the Network Business reported net sales of ¥5,950 million and operating income of ¥857 million.
- **Visual and Music Content Business**
 In the Visual & Music Business, the Group benefited from strong groupwide synergies generated through initiatives such as the airing of Mobile Suit Gundam SEED DESTINY, an animated TV series, since the previous fiscal year. Meanwhile, strong sales of DVD releases of original animated programs, such as Super Robot Wars ORIGINAL GENERATION THE ANIMATION, and Steamboy, an animated film, contributed to results. The active launch of rental DVDs and videos also helped to boost results. Nikkatsu Corporation is no longer a subsidiary following the transfer of part of the Group's shareholding in Nikkatsu to Index Corporation on September 28, 2005, in accordance with a share transfer agreement with Index. Due to the above items, the Visual & Music Content Business recorded net sales of ¥23,053 million and operating income of ¥3,095 million.

Toys & Hobby Business

Net Sales by Character(BANDAI – non-consolidated)

(billions of yen)

	FYE '03/3	FYE '04/3	FYE '05/3	FYE '06/3 1st Half	FYE '06/3 Full Year Forecast
Mobile Suit Gundam	27.2	32.0	25.1	12.5	27.0
Pretty Cure	-	-	10.1	7.2	13.0
Power Ranger Series	13.1	13.0	11.6	6.3	12.0
Tamagotchi	-	-	2.8	5.2	12.0
Anpanman	6.0	8.0	8.0	3.5	7.7
NARUTO	0.5	2.5	4.2	3.0	6.6
Masked Rider	13.9	12.0	7.9	3.0	6.5
Dragon Ball Z	2.6	5.6	6.1	3.7	6.5
Cinnamoroll	-	-	2.2	2.1	5.4
Pocket Monster	0.8	4.2	5.1	2.5	4.4
Ultraman	4.8	3.1	5.9	2.3	4.0
Mushiking	-	-	-	1.6	3.0
Zatchbell	-	5.0	6.4	0.8	2.3
One Piece	6.2	5.4	3.1	1.0	1.8
Others	50.1	37.8	34.0	13.1	35.8
Total	125.2	128.6	132.5	67.8	148.0

Net Sales by Character (BANDAI Group Total)

Power Rangers	31.8	30.4	27.6	12.6	26.9
Digimon	12.5	3.4	2.6	0.5	1.1
Mobile Suit Gundam	45.2	54.2	42.8	23.2	48.8
Tamagotchi	-	0.3	6.3	8.5	19.0

Amusement Facility Business

Total

[Number of facilities as of September 30, 2005]

Region	Region Total (facilities)	Details (stores)		
		Directly operated	Revenue share	Theme parks
Japan	516	318	194	4
U.S.	1,130	136	994	-
Europe	11	10	1	-
Asia	31	15	16	-
Total	1,688	479	1,205	4

Japan (domestic)

[Same store year-on-year]

	APR	MAY	JUN	1Q	JUL	AUG	SEP	2Q	1st Half
Total	95.5%	89.3%	94.2%	92.8%	100.7%	95.6%	97.2%	97.6%	95.5%
NAMCO	95.4%	89.1%	94.6%	92.8%	101.3%	95.7%	97.7%	98.1%	95.7%
Banpresto	98.5%	94.2%	87.7%	92.9%	87.6%	93.6%	90.5%	90.7%	91.7%

[Openings and closures]

Openings and Closures	NAMCO			Banpresto		
	3 new stores, 14 closed * Includes experimental facility LED Zone.			No new openings or closures		
	FYE '05/3	FYE '06/3		FYE '05/3	FYE '06/3	
	Full Year	1st Half		Full Year	1st Half	
	Actual	Plan	Actual	Actual	Plan	Actual
Start of Term	332	315	315	15	14	14
Openings	10	4	3	2	0	0
Closures	27	13	14	3	0	0
End of Term	315	306	304	14	14	14
Rev. Share	227	-	194	-	-	-

North America

Total 1st half same store net sales year on year were 97.7% (against projections of 5.5% decline in net sales).

Monthly figures as follows:

	MAR	APR	MAY	1Q	JUN	JUL	AUG	2Q	1st Half
FYE '06/3	100.2%	94.3%	97.8%	97.4%	98.3%	97.8%	97.9%	98.0%	97.7%

There were no new facilities openings in the 1st half; facilities closures totaled 24.

	FYE '05/3	FYE '06/3	
	Full Year	1st Half	
	Actual	Plan	Actual
Start of Term	206	160	160
Openings	0	0	0
Closures	46	19	24
End of Term	160	141	136
Rev. Share	984	-	994

Game Contents Business

Home Videogame Software

[Transition of home videogame software titles sold and units sold]

(Units: Thousand)

	FYE '03/3		FYE '04/3		FYE '05/3		FYE '06/3 1st Half		FYE '06/3 (full year forecast)	
	Titles	Units	Titles	Units	Titles	Units	Titles	Units	Titles	Units
BANDAI (Japan)	66	6,750	44	7,685	61	7,484	32	2,264	69	5,820
(for home consoles)	44	5,150	35	4,720	41	4,340	17	1,414	36	3,263
(for portable cosoles)	22	580	9	955	20	1,016	15	850	33	2,557
(royalties)		1,020		2,010		2,128				
BANPRESTO (Japan)	19	2,200	13	1,657	13	2,750	7	1,343	14	2,533
(for home consoles)	12	1,170	5	847	6	1,665	4	1,054	6	1,627
(for portable cosoles)	7	1,030	8	810	7	1,085	3	289	8	761
(royalties)										145
BANDAI Group (Overseas)		3,160		2,523		2,223		979		2,523
(for home consoles)		2,610		2,387		1,779		873		2,243
(for portable cosoles)		550		136		444		106		280
(royalties)										
BANDAI Group (Total)	85	12,110	57	11,865	74	12,457	39	4,586	83	10,876
(for home consoles)	56	8,930	40	7,954	47	7,784	21	3,341	42	7,133
(for portable cosoles)	29	2,160	17	1,901	27	2,545	18	1,245	41	3,598
(royalties)	0	1,020	0	2,010	0	2,128	0	0	0	145

	FYE '03/3		FYE '04/3		FYE '05/3		FYE '06/3 1st Half		FYE '06/3 (full year forecast)	
	Titles	Units	Titles	Units	Titles	Units	Titles	Units	Titles	Units
NAMCO (Japan)	27	3,514	19	2,908	27	5,218	14	1,700	39	6,612
(for home consoles)	27	3,514	17	2,696	16	3,214	10	1,512	22	4,612
(for portable cosoles)			2	212	11	2,004	4	188	17	2,000
NAMCO Group (U.S.)	12	5,423	17	9,267	20	11,422	22	4,074	61	7,750
(for home consoles)	12	5,423	17	9,201	16	7,016	10	1,747	34	4,550
(for portable cosoles)			0	66	4	4,406	12	2,327	27	3,200
NAMCO Group (Europe)	9	3,044	15	3,651	7	2,486	10	2,853	28	5,258
(for home consoles)	9	3,044	14	3,647	6	2,437	6	2,215	19	4,614
(for portable cosoles)			1	4	1	49	4	638	9	644
NAMCO Group (Asia)	14	349	4	230	15	211	13	273	30	287
(for home consoles)	14	349	3	59	13	205	7	112	15	162
(for portable cosoles)			1	171	2	6	6	161	15	125
NAMCO Group (Total)	62	12,330	55	16,055	69	19,337	59	8,901	158	19,907
(for home consoles)	62	12,330	51	15,603	51	12,872	33	5,587	90	13,938
(for portable cosoles)	0	0	4	453	18	6,465	26	3,314	68	5,969
inclusive, localized overseas versions	41	-	31	-	34	-	36	-	87	-

Group Total	106	24,440	81	27,920	109	31,794	62	13,487	154	30,783
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[Sales by main titles for the 1st Half of FYE Mar 2006]

(unit: thousand)

Region	Platform	Title	Units
Europe	PS2(new title)	TEKKEN5	875
US & Europe	PSP(new title)	RIDGE RACER	762
Japan	PS2(new title)	SUPER ROBOT WARS α	640
Europe	PS2(new title)	MotoGP4	459
Japan	PS2(new title)	DRAGON BALL Z Sparking !	455
Japan	PS2(new title)	Tales of Legendia	370
US	PS2·XB(new title)	DEAD TO RIGHTS2	287
Japan	NDS(new title)	TAMAGOTCHI	280
US	Multiplatform(new title)	NAMCO MUSEUM 50TH	241
Japan	PS2(new title)	NARUTO Uzumaki Ninden	213
Europe	PS2(new title)	DRAGONBALL Z BUDOKAI 3	207
US	GBA(new title)	PACMAN PINBALL	200

[Videogame software sold for the 1st Half of FYE Mar 2006]

Group Total

Titles and units sold by region and Platform (Units: thousand)

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	26	3,634	0	0	26	3,634
	GC	1	8	3	314	4	322
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	15	0	0	0	15
	PSP	8	367	0	0	8	367
	NDS	6	499	0	0	6	499
	GBA	8	470	0	0	8	470
	PC	1	15	0	0	1	15
	Other	0	-14	0	0	0	-14
		50	4,994	3	314	53	5,308
US	PS2	4	773	0	0	4	773
	GC	2	232	4	691	6	923
	XB	2	234	0	0	2	234
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	3	655	0	0	3	655
	NDS	2	187	0	0	2	187
	GBA	7	1,486	0	0	7	1,486
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		20	3,567	4	691	24	4,258
Europe	PS2	6	2,428	0	34	6	2,462
	GC	1	120	2	184	3	304
	XB	0	0	0	15	0	15
	XB360	0	0	0	0	0	0
	PS	0	11	0	0	0	11
	PSP	0	0	1	367	1	367
	NDS	2	116	1	87	3	203
	GBA	1	95	0	68	1	163
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		10	2,770	4	755	14	3,525
Asia	PS2	8	82	7	112	15	194
	GC	0	30	0	0	0	30
	XB	0	0	0	1	0	1
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	1	6	4	159	5	165
	NDS	2	2	0	0	2	2
	GBA	0	6	0	0	0	6
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		11	126	11	272	22	398
Total	91	11,457	22	2,032	113	13,489	

BANDAI

Titles and units sold by region and Platform (Units: thousand)

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	15	1,390	0	0	15	1,390
	GC	1	8	0	0	1	8
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	1	0	0	0	1
	PSP	6	240	0	0	6	240
	NDS	4	438	0	0	4	438
	GBA	5	172	0	0	5	172
	PC	1	15	0	0	1	15
	Other	0	0	0	0	0	0
		32	2,264	0	0	32	2,264
US	PS2	1	141	0	0	1	141
	GC	1	42	0	0	1	42
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	0	0	0	0	0	0
	NDS	0	0	0	0	0	0
	GBA	0	0	0	0	0	0
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		2	183	0	0	2	183
Europe	PS2	2	493	0	0	2	493
	GC	1	82	0	0	1	82
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	2	0	0	0	2
	PSP	0	0	0	0	0	0
	NDS	0	0	0	0	0	0
	GBA	1	95	0	0	1	95
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		4	672	0	0	4	672
Asia	PS2	8	82	0	0	8	82
	GC	0	30	0	0	0	30
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	1	6	0	0	1	6
	NDS	0	0	0	0	0	0
	GBA	0	6	0	0	0	6
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		9	124	0	0	9	124
Total	47	3,243	0	0	47	3,243	

Titles and units sold by platform

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	44	6,917	7	146	51	7,063
	GC	4	390	9	1,189	13	1,579
	XB	2	234	0	16	2	250
	XB360	0	0	0	0	0	0
	PS	0	26	0	0	0	26
	PSP	12	1,028	5	526	17	1,554
	NDS	12	804	1	87	13	891
	GBA	16	2,057	0	68	16	2,125
	PC	1	15	0	0	1	15
	Other	0	-14	0	0	0	-14
Total		91	11,457	22	2,032	113	13,489

Titles and units sold by platform

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	26	2,106	0	0	26	2,106
	GC	3	162	0	0	3	162
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	3	0	0	0	3
	PSP	7	246	0	0	7	246
	NDS	4	438	0	0	4	438
	GBA	6	273	0	0	6	273
	PC	1	15	0	0	1	15
	Other	0	0	0	0	0	0
Total		47	3,243	0	0	47	3,243

* Localized overseas versions are not counted in "Titles". (Total new titles: 32)

NAMCO

Titles and units sold by Region and Platform (units: thousand)

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	7	1,183	0	0	7	1,183
	GC	0	0	3	314	3	314
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	7	0	0	0	7
	PSP	2	127	0	0	2	127
	NDS	2	61	0	0	2	61
	GBA	0	9	0	0	0	9
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		11	1,387	3	314	14	1,700
US	PS2	3	632	0	0	3	632
	GC	1	190	4	691	5	881
	XB	2	234	0	0	2	234
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	3	655	0	0	3	655
	NDS	2	187	0	0	2	187
	GBA	7	1,486	0	0	7	1,486
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		18	3,384	4	691	22	4,074
Europe	PS2	4	1,935	0	34	4	1,969
	GC	0	38	2	184	2	222
	XB	0	0	0	15	0	15
	XB360	0	0	0	0	0	0
	PS	0	9	0	0	0	9
	PSP	0	0	1	367	1	367
	NDS	2	116	1	87	3	203
	GBA	0	0	0	68	0	68
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		6	2,098	4	755	10	2,853
Asia	PS2	0	0	7	112	7	112
	GC	0	0	0	0	0	0
	XB	0	0	0	1	0	1
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	0	0	4	159	4	159
	NDS	2	2	0	0	2	2
	GBA	0	0	0	0	0	0
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		2	2	11	272	13	273
Total	37	6,871	22	2,032	59	8,901	

Titles and units sold by Platform

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	14	3,750	7	146	21	3,896
	GC	1	228	9	1,189	10	1,417
	XB	2	234	0	16	2	250
	XB360	0	0	0	0	0	0
	PS	0	16	0	0	0	16
	PSP	5	782	5	526	10	1,308
	NDS	8	366	1	87	9	453
	GBA	7	1,495	0	68	7	1,563
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
Total		37	6,871	22	2,032	59	8,901

BANPRESTO

Titles and units sold by Region and Platform (units: thousand)

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	4	1,061	0	0	4	1,061
	GC	0	0	0	0	0	0
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	7	0	0	0	7
	PSP	0	0	0	0	0	0
	NDS	0	0	0	0	0	0
	GBA	3	289	0	0	3	289
	PC	0	0	0	0	0	0
	Other	0	-14	0	0	0	-14
		7	1,343	0	0	7	1,343
US	PS2	0	0	0	0	0	0
	GC	0	0	0	0	0	0
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	0	0	0	0	0	0
	NDS	0	0	0	0	0	0
	GBA	0	0	0	0	0	0
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		0	0	0	0	0	0
Europe	PS2	0	0	0	0	0	0
	GC	0	0	0	0	0	0
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	0	0	0	0	0	0
	NDS	0	0	0	0	0	0
	GBA	0	0	0	0	0	0
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		0	0	0	0	0	0
Asia	PS2	0	0	0	0	0	0
	GC	0	0	0	0	0	0
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	0	0	0	0	0	0
	NDS	0	0	0	0	0	0
	GBA	0	0	0	0	0	0
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		0	0	0	0	0	0
Total	7	1,343	0	0	7	1,343	

Titles and units sold by Platform

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	4	1,061	0	0	4	1,061
	GC	0	0	0	0	0	0
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	7	0	0	0	7
	PSP	0	0	0	0	0	0
	NDS	0	0	0	0	0	0
	GBA	3	289	0	0	3	289
	PC	0	0	0	0	0	0
	Other	0	-14	0	0	0	-14
Total		7	1,343	0	0	7	1,343

Coin-Operated Game Machines

[Sales of Main Product Categories for the 1st Half of FYE Mar 2006]

NAMCO (non-consolidated)

(millions of yen)

		FYE '06/3	Ref: FYE '05/3	
Product Category	Genre	1st Half Results	1st Half Results	Full Year Results
Medium-sized Videogames	Video	4,510	2,440	3,970
Large-sized Mass Medal	Medal	1,300	-	-
Prize Games	Prize	850	-	950
Sweet Land Series	Prize	710	1,450	2,710
Small-sized Video Games	Video	590	-	2,430
Single Medal Wide Pusher	Video	280	690	1,200
Photo-Seal Print and related	Seal Print	230	1,720	1,790
System Board and related	System Boards	-	550	110
Other		2,128	3,996	6,904
Total		10,598	10,846	20,064

NAMCO America, Inc., NAMCO Europe, Ltd.

(millions of yen)

		FYE '06/3	Ref: FYE '05/3	
Product Category	Genre	1st Half Results	1st Half Results	Full Year Results
Medium-sized Videogames	Video	1,140	310	2,180
Small-sized Video Games	Video	270	350	460
Medal Games	Medal	-	370	-
Other		511	1,692	2,454
Total		1,921	2,722	5,094

Note: Includes transactions among Group companies

BANPRESTO

(millions of yen)

	'06/3 1st Half Results
Game machines	1,032

Note: Includes transactions among Group companies

Network Business

[Subscriptions]

As of end of September 2005

(subscribers: thousand)

	End of September 2005			
	Games	Sound	Characters	Total
BANDAI NETWORKS	1,480	1,270	1,430	4,190
NAMCO	1,020	-	-	1,020
TOTAL	2,500	1,270	1,430	5,210

Visual and Music Content Business

[Sales Percentage]

(millions of yen)

	Visual Package	Production, License	Other	Total
FYE '06/3 1st Half	13,395	3,870	5,788	23,053
	58.1%	16.8%	25.1%	-
FYE '05/3	25,751	8,127	10,533	44,411
	58.0%	18.3%	23.7%	-