



NAMCO BANDAI Holdings Inc.

Financial Highlights for the Nine Months ended December 31, 2005

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	3Q Results (3 months)	3Q Results (cumulative)	4Q Forecast (3months)	Full Year Forecast
Net Sales	218,873	126,523	345,396	104,604	450,000
Gross Income	77,526	46,994	124,521	29,079	153,600
Operating Income	17,546	18,054	35,600	-3,100	32,500
Ordinary Income	18,244	18,557	36,801	-3,801	33,000
Net Income	7,834	9,877	17,711	-6,711	11,000

2. NAMCO BANDAI Holdings Inc. – Net Sales by Segment

(millions of yen)

	FYE Mar 2006				
	1st Half Results	3Q Results (3 months)	3Q Results (cumulative)	4Q Forecast (3months)	Full Year Forecast
Toys & Hobby	82,539	52,171	134,710	47,290	182,000
Amusement Facility	41,052	19,114	60,166	18,834	79,000
Game Contents	63,773	41,130	104,904	24,296	129,200
Network	5,950	3,439	9,389	2,611	12,000
Visual and Music Content	23,053	10,399	33,453	8,534	41,987
Other	11,220	5,988	17,209	5,791	23,000
Elimination and Corporate	-8,716	-5,721	-14,438	-2,749	-17,187
Total	218,873	126,523	345,396	104,604	450,000

3. NAMCO BANDAI Holdings Inc. – Operating Income by Segment

(millions of yen)

	FYE Mar 2006				
	1st Half Results	3Q Results (3 months)	3Q Results (cumulative)	4Q Forecast (3months)	Full Year Forecast
Toys & Hobby	8,397	9,696	18,093	607	18,700
Amusement Facility	2,300	-462	1,837	463	2,300
Game Contents	7,448	5,460	12,909	-3,309	9,600
Network	857	582	1,439	361	1,800
Visual and Music Content	3,095	3,033	6,128	-492	5,636
Other	-59	128	68	-868	-800
Elimination and Corporate	-4,492	-383	-4,876	140	-4,736
Total	17,546	18,054	35,600	-3,100	32,500

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

(millions of yen)

	FYE Mar 2006				
	1st Half Results	3Q Results (3 months)	3Q Results (cumulative)	4Q Forecast (3months)	Full Year Forecast
Japan	180,849	102,633	283,483	83,517	367,000
Americas	20,048	13,409	33,458	8,042	41,500
Europe	12,659	7,367	20,026	10,974	31,000
Asia	5,315	3,112	8,428	2,072	10,500
Elimination and Corporate	-	-	-	-	-
Total	218,873	126,523	345,396	104,604	450,000

5. NAMCO BANDAI Holdings Inc. – Operating Income by Region

(millions of yen)

	FYE Mar 2006				
	1st Half Results	3Q Results (3 months)	3Q Results (cumulative)	4Q Forecast (3months)	Full Year Forecast
Japan	22,377	16,164	38,542	-4,342	34,200
Americas	-3,226	208	-3,018	-482	-3,500
Europe	1,791	1,410	3,201	1,299	4,500
Asia	1,202	845	2,048	252	2,300
Elimination and Corporate	-4,598	-574	-5,173	173	-5,000
Total	17,546	18,054	35,600	-3,100	32,500

6. NAMCO BANDAI Holdings Inc. – Other Data

(millions of yen)

	FYE Mar 2006				
	1st Half Results	3Q Results (3 months)	3Q Results (cumulative)	4Q Forecast (3months)	Full Year Forecast
Capital Expenditures	10,777	5,499	16,277	7,223	23,500
Depreciation	8,743	5,039	13,783	5,217	19,000
R&D Investments	17,337	7,273	24,611	6,389	31,000
Advertising Expenses	15,359	7,412	22,771	9,229	32,000

* The figures on the left include the following expenses regarding the Holding Company

	(millions of yen)		
	1st Half Results	3Q Results (cumulative)	Full Year Forecast
Capital Expenditures	74	74	100
Depreciation	1	7	10
Advertising Expenses	179	191	300

BANDAI CO, LTD. – Consolidated
1. BANDAI CO, LTD. – Summary of Income Statement

(millions of yen)

	FYE Mar 2006											
	1st Half	3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Net Sales	134,645	84,329	118.1%	218,974	113.6%	75,026	97.1%	285,000	294,000	103.2%	108.9%	
Gross Income	57,318	39,714	122.2%	97,033	114.5%	24,867	77.6%	125,500	121,900	97.1%	104.4%	
Operating Income	15,332	18,653	216.3%	33,985	184.2%	-485	-	29,500	33,500	113.6%	137.3%	
Ordinary Income	15,946	19,226	212.4%	35,172	183.4%	-1,172	-	30,000	34,000	113.3%	132.2%	
Net Income	5,607	10,507	188.7%	16,115	170.5%	-1,915	-	15,500	14,200	91.6%	126.5%	

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

(millions of yen)

	FYE Mar 2006											
	1st Half	3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Toys & Hobby	82,539	52,171	111.9%	134,710	109.2%	47,290	107.8%	176,000	182,000	103.4%	108.8%	
Amusement Facility	1,957	1,160	155.9%	3,118	147.5%	882	100.6%	4,000	4,000	100.0%	133.7%	
Game Contents	26,569	17,788	135.5%	44,358	125.8%	14,142	77.6%	58,000	58,500	100.9%	109.4%	
Network	5,950	3,439	134.0%	9,389	128.9%	2,611	91.5%	12,000	12,000	100.0%	118.4%	
Visual and Music Content	17,281	10,400	135.7%	27,682	122.0%	8,518	76.2%	35,000	36,200	103.4%	106.9%	
Other	7,719	4,282	105.6%	12,001	104.0%	3,999	114.1%	12,000	16,000	133.3%	106.3%	
Elimination and Corporate	-7,372	-4,914	-	-12,286	-	-2,414	-	-12,000	-14,700	-	-	
Total	134,645	84,329	118.1%	218,974	113.6%	75,026	97.1%	285,000	294,000	103.2%	108.9%	

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

(millions of yen)

	FYE Mar 2006														
	1st Half	3rd Quarter (3 months)				3rd Quarter Accumulated (cumulative)				4Q (3 months)		Full Year			
	Results	Results	Operating Income %	% vs. prior year	Results	Operating Income %	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year	
Toys & Hobby	8,397	10,022	19.2%	160.7%	18,420	13.7%	157.6%	680	60.6%	14,700	19,100	10.5%	129.9%	149.1%	
Amusement Facility	84	105	9.1%	-	189	6.1%	-	11	-	0	200	5.0%	-	-	
Game Contents	3,213	4,278	24.1%	507.3%	7,492	16.9%	270.3%	-492	-	8,000	7,000	12.0%	87.5%	132.4%	
Network	857	576	16.8%	116.1%	1,434	15.3%	117.1%	366	83.1%	2,000	1,800	15.0%	90.0%	108.1%	
Visual and Music Content	3,460	3,216	30.9%	304.3%	6,676	24.1%	208.5%	-676	-	6,300	6,000	16.6%	95.2%	114.1%	
Other	495	466	10.9%	128.7%	962	8.0%	116.2%	38	34.6%	500	1,000	6.3%	200.0%	106.6%	
Elimination and Corporate	-1,176	-13	-	-	-1,189	-	-	-411	-	-2,000	-1,600	-	-	-	
Total	15,332	18,653	22.1%	216.3%	33,985	15.5%	184.2%	-485	-	29,500	33,500	11.4%	113.6%	137.3%	

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

(millions of yen)

	FYE Mar 2006											
	1st Half	3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Japan	113,609	69,653	121.9%	183,263	114.2%	57,737	98.2%	230,000	241,000	104.8%	109.9%	
Americas	6,386	5,809	92.3%	12,196	94.5%	5,804	74.0%	23,000	18,000	78.3%	86.8%	
Europe	9,656	5,913	103.3%	15,569	116.4%	9,431	112.6%	23,000	25,000	108.7%	115.0%	
Asia	4,992	2,953	131.8%	7,945	132.4%	2,055	92.1%	9,000	10,000	111.1%	121.5%	
Elimination and Corporate	0	-	-	-	-	-	-	-	-	-	-	
Total	134,645	84,329	118.1%	218,974	113.6%	75,026	97.1%	285,000	294,000	103.2%	108.9%	

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

(millions of yen)

	FYE Mar 2006														
	1st Half	3rd Quarter (3 months)				3rd Quarter Accumulated (cumulative)				4Q (3 months)		Full Year			
	Results	Results	Operating Income %	% vs. prior year	Results	Operating Income %	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year	
Japan	15,858	16,392	23.5%	249.6%	32,250	17.6%	183.2%	-1,450	-	24,000	30,800	12.8%	128.3%	133.7%	
Americas	-2,114	386	6.6%	136.4%	-1,728	-	-	-72	-	1,000	-1,800	-	-	-	
Europe	1,807	1,371	23.2%	95.9%	3,178	20.4%	112.2%	1,322	116.6%	4,300	4,500	18.0%	104.7%	113.4%	
Asia	1,136	811	27.5%	92.3%	1,947	24.5%	99.8%	253	897.7%	2,200	2,200	22.0%	100.0%	111.1%	
Elimination and Corporate	-1,354	-308	-	-	-1,663	-	-	-537	-	-2,000	-2,200	-	-	-	
Total	15,332	18,653	22.1%	216.3%	33,985	15.5%	184.2%	-485	-	29,500	33,500	11.4%	113.6%	137.3%	

6. BANDAI CO, LTD. – Other Data

(millions of yen)

	FYE Mar 2006											
	1st Half	3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year	
Capital Expenditures	4,551	2,186	135.3%	6,738	92.1%	4,262	266.0%	11,500	11,000	95.7%	123.3%	
Depreciation	3,652	2,152	106.6%	5,804	103.0%	2,196	95.1%	8,000	8,000	100.0%	100.7%	
R&D Investments	5,859	1,442	64.7%	7,301	116.3%	3,699	181.1%	12,500	11,000	88.0%	132.2%	
Advertising Expenses	12,133	6,028	95.2%	18,161	102.5%	8,139	102.4%	27,000	26,300	97.4%	102.5%	

NAMCO LIMITED – Consolidated

1. NAMCO LIMITED – Summary of Income Statement

(millions of yen)

	FYE Mar 2006												
	1st Half		3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year		
Net Sales	85,052	43,096	86.1%	128,148	97.1%	29,852	64.2%	190,000	158,000	83.2%	88.5%		
Gross Income	20,270	8,169	54.7%	28,439	81.6%	3,261	25.7%	49,300	31,700	64.3%	66.7%		
Operating Income	2,538	230	3.6%	2,769	25.6%	-3,269	-	14,700	-500	-	-		
Ordinary Income	2,632	243	3.9%	2,875	27.7%	-3,375	-	14,100	-500	-	-		
Net Income	2,526	-13	-	2,512	38.0%	-5,212	-	8,900	-2,700	-	-		

2. NAMCO LIMITED – Net Sales by Segment

(millions of yen)

	FYE Mar 2006												
	1st Half		3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year		
Amusement Facility	39,094	17,953	92.1%	57,048	94.0%	17,952	84.1%	83,200	75,000	90.1%	91.4%		
Game Contents – AM Machines	14,584	10,403	128.4%	24,988	100.9%	3,512	108.1%	30,800	28,500	92.5%	101.7%		
Game Contents – Home Videogame	22,704	13,457	77.1%	36,161	115.4%	6,839	42.4%	57,000	43,000	75.4%	90.5%		
Visual and Music Content	5,787	0	-	5,787	78.3%	0	-	12,100	5,787	47.8%	54.9%		
Other	3,501	1,689	59.6%	5,190	57.8%	1,810	60.7%	8,100	7,000	86.4%	58.5%		
Elimination and Corporate	-620	-408	-	-1,028	-	-259	-	-1,200	-1,287	-	-		
Total	85,052	43,096	86.1%	128,148	97.1%	29,852	64.2%	190,000	158,000	83.2%	88.5%		

3. NAMCO LIMITED – Operating Income by Segment

(millions of yen)

	FYE Mar 2006															
	1st Half		3rd Quarter (3 months)				3rd Quarter Accumulated (cumulative)				4Q (3 months)		Full Year			
	Results	Results	Operating Income %	% vs. prior year	Results	Operating Income %	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year		
Amusement Facility	2,277	-271	-	-	2,006	3.5%	47.1%	1,094	60.0%	7,200	3,100	4.1%	43.1%	50.9%		
Game Contents – AM Machines	3,933	2,006	19.3%	89.2%	5,939	23.8%	86.9%	-239	-	6,100	5,700	20.0%	93.4%	85.2%		
Game Contents – Home Videogame	301	-82	-	-	219	-	-	-2,019	-	7,900	-1,800	-	-	-		
Visual and Music Content	-364	0	-	-	-364	-	-	0	-	0	-364	-	-	-		
Other	-555	-321	-	-	-877	-	-	-923	-	-1,000	-1,800	-	-	-		
Elimination and Corporate	-3,054	-1,099	-	-	-4,154	-	-	-1,182	-	-5,500	-5,336	-	-	-		
Total	2,538	230	0.5%	3.6%	2,769	2.2%	25.6%	-3,269	-	14,700	-500	-	-	-		

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

(millions of yen)

	FYE Mar 2006												
	1st Half		3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year		
Japan	68,057	33,882	89.2%	101,940	97.1%	26,060	73.2%	-	128,000	-	91.0%		
Americas	13,668	7,600	71.7%	21,268	96.4%	2,232	24.1%	-	23,500	-	75.0%		
Europe	3,002	1,454	108.5%	4,457	96.9%	1,543	104.1%	-	6,000	-	98.7%		
Asia	323	158	144.4%	482	128.2%	18	12.6%	-	500	-	96.3%		
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-		
Total	85,052	43,096	86.1%	128,148	97.1%	29,852	64.2%	-	158,000	-	88.5%		

5. NAMCO LIMITED – Operating Income by Region

(millions of yen)

	FYE Mar 2006															
	1st Half		3rd Quarter (3 months)				3rd Quarter Accumulated (cumulative)				4Q (3 months)		Full Year			
	Results	Results	Operating Income %	% vs. prior year	Results	Operating Income %	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	Operating Income %	% vs. plan	% vs. prior year		
Japan	6,580	1,512	4.5%	22.9%	8,092	7.9%	57.4%	-2,192	-	-	5,900	4.6%	-	32.5%		
Americas	-1,110	-213	-	-	-1,324	-	-	-176	-	-	-1,500	-	-	-		
Europe	-15	2	0.2%	-	-12	-	-	12	-	-	0	-	-	-		
Asia	66	22	14.0%	224.5%	88	18.4%	193.1%	12	1204.7%	-	100	20.0%	-	212.8%		
Elimination and Corporate	-2,982	-1,092	-	-	-4,075	-	-	-925	-	-	-5,000	-	-	-		
Total	2,538	230	0.5%	3.6%	2,769	2.2%	25.6%	-3,269	-	-	-500	-	-	-		

6. NAMCO LIMITED – Other Data

(millions of yen)

	FYE Mar 2006												
	1st Half		3rd Quarter (3 months)			3rd Quarter Accumulated (cumulative)			4Q (3 months)		Full Year		
	Results	Results	% vs. prior year	Results	% vs. prior year	Forecast	% vs. prior year	Start of Term Plan	Forecast	% vs. plan	% vs. prior year		
Capital Expenditures	6,152	3,312	89.6%	9,464	92.3%	3,036	168.1%	15,834	12,500	78.9%	103.7%		
Depreciation	5,089	2,882	100.2%	7,971	101.3%	3,029	91.8%	12,352	11,000	89.1%	98.5%		
R&D Investments	11,478	5,831	100.3%	17,310	106.5%	2,690	47.6%	24,248	20,000	82.5%	91.3%		
Advertising Expenses	3,046	1,371	77.8%	4,418	98.0%	982	78.4%	-	5,400	-	93.8%		

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

NAMCO BANDAI Holdings Inc.

Overview of the Nine Months ended December 31, 2005

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 3Q cumulative	FYE '06/3 Full Year Forecast
Mobile Suit Gundam	27.2	32.0	25.1	21.5	27.0
Tamagotchi	-	-	2.8	11.7	13.2
Pretty Cure	-	-	10.1	10.6	13.0
Power Ranger Series	13.1	13.0	11.6	8.3	11.0
Dragon Ball Z	2.6	5.6	6.1	7.2	9.2
Anpanman	6.0	8.0	8.0	5.8	7.7
NARUTO	0.5	2.5	4.2	5.2	6.6
Masked Rider	13.9	12.0	7.9	4.5	6.5
Cinnamoroll	-	-	2.2	4.8	5.4
Pocket Monster	0.8	4.2	5.1	3.4	4.4
Ultraman	4.8	3.1	5.9	3.4	4.0
Mushiking	-	-	-	2.8	3.6
One Piece	6.2	5.4	3.1	1.4	1.8
Zatchbell	-	5.0	6.4	1.2	1.3

Net Sales by Character (BANDAI Group Total)

Mobile Suit Gundam	45.2	54.2	42.8	39.0	50.6
Power Rangers	31.8	30.4	27.6	19.1	27.9
Tamagotchi	-	0.3	6.3	17.6	21.1
Digimon	12.5	3.4	2.6	0.9	1.2

Amusement Facility Business

[Number of facilities as of December 31, 2005]

Region	Region Total (facilities)	Details (stores)		
		Directly operated	Revenue share	Theme parks
Japan	508	316	188	4
U.S.	1,140	129	1,011	0
Europe	12	11	1	0
Asia	29	14	15	0
Total	1,689	470	1,215	4

[Same store year-on-year]

	1st Half	OCT*	NOV*	DEC*	3rd Quarter (3 months)	3rd Quarter (Cumulative)
Group wide	95.5%	99.4%	100.4%	100.3%	100.0%	96.9%
NAMCO(Japan)	95.7%	99.8%	100.6%	100.6%	100.3%	97.2%
NAMCO(US)	97.7%	95.4%	98.6%	96.5%	96.9%	97.5%
BANPRESTO	91.0%	92.6%	95.8%	93.4%	94.0%	92.0%

*Reflects results for SEP, OCT, and NOV for NAMCO(US.) and BANPRESTO

[Openings and closures]

	NAMCO(Japan)		BANPRESTO		NAMCO(U.S.)		NAMCO(Europe)		NAMCO(Asia)	
	'05/3	'06/3	'05/3	'06/3	'05/3	'06/3	'05/3	'06/3	'05/3	'06/3
Period	Full Year	3rd Qtr cumulative	Full Year	3rd Qtr cumulative	Full Year	3rd Qtr cumulative	Full Year	3rd Qtr cumulative	Full Year	3rd Qtr cumulative
Start of Term	332	315	15	14	206	160	10	10	15	16
Openings	10	6	2	2	0	0	0	1	2	0
Closures	27	19	3	2	46	31	0	0	1	2
End of Term	315	302	14	14	160	129	10	11	16	14
Rev. Share	227	188	0	0	984	1,011	1	1	16	15
TOTAL	542	490	14	14	1,144	1,140	11	12	32	29

Game Contents Business

① Home Videogame Software

【Transition of home videogame software titles sold and units sold】

(Units: Thousand)

	FYE Mar 2004		FYE Mar 2005		FY Ending March 2006					
					1st Half		3rd Q (cumulative)		Full Year Forecast	
	Titles	Units	Titles	Units	Titles	Units	Titles	Units	Titles	Units
BANDAI (Japan)	44	7,685	61	7,484	31	2,508	51	5,112	63	5,651
(for home consoles)	35	4,720	41	4,340	17	1,414	29	2,853	33	3,348
(for portable consoles)	9	955	20	1,016	14	850	22	1,971	30	2,303
(royalties)		2,010		2,128		244		288		
BANPRESTO (Japan)	13	1,657	13	2,750	7	1,343	13	1,876	17	2,458
(for home consoles)	5	847	6	1,665	4	1,054	6	1,179	8	1,585
(for portable consoles)	8	810	7	1,085	3	289	7	552	9	728
(royalties)								145		145
BANDAI Group (Overseas)		2,523		2,223		979		1,616		2,834
(for home consoles)		2,387		1,779		873		1,466		2,507
(for portable consoles)		136		444		106		150		327
(royalties)										
BANDAI Group (Total)	57	11,865	74	12,457	38	4,830	64	8,604	80	10,943
(for home consoles)	40	7,954	47	7,784	21	3,341	35	5,498	41	7,440
(for portable consoles)	17	1,901	27	2,545	17	1,245	29	2,673	39	3,358
(royalties)	0	2,010	0	2,128	0	244	0	433	0	145

	FYE Mar 2004		FYE Mar 2005		FY Ending March 2006					
					1st Half		3rd Q (cumulative)		Full Year Forecast	
	Titles	Units	Titles	Units	Titles	Units	Titles	Units	Titles	Units
NAMCO (Japan)	19	2,908	27	5,218	14	1,702	20	3,166	28	4,142
(for home consoles)	17	2,696	16	3,214	10	1,514	16	2,749	19	3,350
(for portable consoles)	2	212	11	2,004	4	188	4	417	9	792
NAMCO Group (U.S.)	17	9,267	20	11,422	18	4,076	38	5,252	40	5,614
(for home consoles)	17	9,201	16	7,016	6	1,749	19	2,403	20	2,616
(for portable consoles)	0	66	4	4,406	12	2,327	19	2,849	20	2,998
NAMCO Group (Europe)	15	3,651	7	2,486	10	2,853	15	3,816	36	5,207
(for home consoles)	14	3,647	6	2,437	6	2,215	9	2,999	27	3,963
(for portable consoles)	1	4	1	49	4	638	6	817	9	1,244
NAMCO Group (Asia)	4	229	15	211	13	275	20	334	28	419
(for home consoles)	3	58	13	205	7	114	13	163	15	197
(for portable consoles)	1	171	2	6	6	161	7	171	13	222
NAMCO Group (Total)	55	16,055	69	19,337	55	8,906	93	12,568	132	15,382
(for home consoles)	51	15,602	51	12,872	29	5,587	57	8,314	81	10,126
(for portable consoles)	4	453	18	6,465	26	3,314	36	4,254	51	5,256
Inclusive: Localized overseas version	31		34		36		53		83	

GROUP TOTAL	81	27,920	109	31,794	57	13,736	104	21,172	129	26,325
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【Sales by main titles for the nine months ended FYE Mar 2006】

(unit: thousand)

Region	Platform	Title	Units
Japan	DS	TAMAGOTCHI	965
Japan, U.S., Europe	PS2	SOULCALIBUR III	940
Europe	PS2	TEKKEN5	913
U.S. & Europe	PSP	RIDGE RACER	863
Japan	PS2	SUPER ROBOT WARS α	640
Japan	PS2	DRAGON BALL Z Sparking !	600
Japan	PS2	Tales of the Abyss	580
Jpn & Europe	PS2	MotoGP4	531
Japan	PS2	MOBILE SUIT GUNDAM SEED	475
Japan	PS2	NARUTO Narutimate Hero 3	380

【Videogame software sold by region and platform】

(unit: thousand)

The 3rd Quarter (cumulative) for the FYE Mar 2006

GROUP TOTAL

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	42	6,063	0	433	42	6,496
	GC	4	151	3	537	7	688
	XB	0	0	0	0	0	0
	XB360	1	0	0	0	1	0
	PS	0	18	0	0	0	18
	PSP	10	776	0	0	10	776
	NDS	11	1,528	0	0	11	1,528
	GBA	12	636	0	0	12	636
	PC	1	15	0	2	1	17
	Other	0	-5	0	0	0	-5
		81	9,182	3	972	84	10,154
U.S.	PS2	9	1,962	0	0	9	1,962
	GC	3	469	0	0	3	469
	XB	4	366	0	0	4	366
	XB360	1	90	0	0	1	90
	PS	0	0	0	0	0	0
	PSP	3	742	0	0	3	742
	NDS	6	311	0	0	6	311
	GBA	10	1,828	0	0	10	1,828
	PC	2	28	0	0	2	28
	Other	0	4	0	0	0	4
		38	5,800	0	0	38	5,800
Europe	PS2	6	3,411	0	35	6	3,446
	GC	1	147	2	184	3	331
	XB	0	0	0	10	0	10
	XB360	0	0	0	0	0	0
	PS	0	13	0	0	0	13
	PSP	0	0	1	450	1	450
	NDS	3	164	1	94	4	258
	GBA	0	101	1	109	1	210
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		10	3,836	5	882	15	4,718
Asia	PS2	0	123	11	161	11	284
	GC	0	30	2	1	2	31
	XB	0	0	0	1	0	1
	XB360	0	0	0	0	0	0
	PS	0	0	0	0	0	0
	PSP	0	7	5	169	5	176
	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
		2	168	18	332	20	500
Total		131	18,986	26	2,186	157	21,172

BANDAI

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	24	2,686	0	288	24	2,974
	GC	4	151	0	0	4	151
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	1	0	0	0	1
	PSP	7	315	0	0	7	315
	NDS	9	1,467	0	0	9	1,467
	GBA	6	189	0	0	6	189
	PC	1	15	0	0	1	15
	Other	0	0	0	0	0	0
		51	4,824	0	288	51	5,112
U.S.	PS2	6	406	0	0	6	406
	GC	2	106	0	0	2	106
	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	1	32	0	0	1	32
	PC	0	0	0	0	0	0
	Other	0	4	0	0	0	4
		9	548	0	0	9	548
Europe	PS2	4	708	0	0	4	708
	GC	1	91	0	0	1	91
	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	101	0	0	1	101
	PC	0	0	0	0	0	0
	Other	0	0	0	0	0	0
		6	902	0	0	6	902
Asia	PS2	11	123	0	0	11	123
	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	7	0	0	1	7
	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
		12	166	0	0	12	166
Total		78	6,440	0	288	78	6,728

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	57	11,559	11	629	68	12,188
	GC	8	797	7	722	15	1,519
	XB	4	366	0	11	4	377
	XB360	2	90	0	0	2	90
	PS	0	31	0	0	0	31
	PSP	13	1,525	6	619	19	2,144
	NDS	22	2,005	1	94	23	2,099
	GBA	22	2,571	1	109	23	2,680
	PC	3	43	0	2	3	45
	Other	0	-1	0	0	0	-1
Total		131	18,986	26	2,186	157	21,172

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	45	3,923	0	288	45	4,211
	GC	7	378	0	0	7	378
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	3	0	0	0	3
	PSP	8	322	0	0	8	322
	NDS	9	1,467	0	0	9	1,467
	GBA	8	328	0	0	8	328
	PC	1	15	0	0	1	15
	Other	0	4	0	0	0	4
Total		78	6,440	0	288	78	6,728

* Localized overseas versions are not counted in "Titles".
(Total new titles: 51)

The 3rd Quarter (cumulative) for the FYE Mar 2006

NAMCO

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	12	2,201	0	0	12	2,201
	GC			3	537	3	537
	XB					0	0
	XB360	1	0			1	0
	PS	0	9			0	9
	PSP	2	341			2	341
	NDS	2	61			2	61
	GBA	0	15	0	0	0	15
	PC			0	2	0	2
	Other					0	0
			17	2,627	3	539	20
U.S.	PS2	9	1,556			9	1,556
	GC	3	363			3	363
	XB	4	366			4	366
	XB360	1	90			1	90
	PS					0	0
	PSP	3	742			3	742
	NDS	6	311			6	311
	GBA	10	1,796			10	1,796
	PC	2	28			2	28
	Other					0	0
			38	5,252	0	0	38
Europe	PS2	6	2,703	0	35	6	2,738
	GC	1	56	2	184	3	240
	XB			0	10	0	10
	XB360					0	0
	PS	0	11			0	11
	PSP			1	450	1	450
	NDS	3	164	1	94	4	258
	GBA			1	109	1	109
	PC					0	0
	Other					0	0
			10	2,934	5	882	15
Asia	PS2			11	161	11	161
	GC			2	1	2	1
	XB			0	1	0	1
	XB360			0	0	0	0
	PS					0	0
	PSP			5	169	5	169
	NDS	2	2			2	2
	GBA					0	0
	PC			0	0	0	0
	Other					0	0
			2	2	18	332	20
Total		67	10,815	26	1,753	93	12,568

BANPRESTO

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
Japan	PS2	6	1,176	0	145	6	1,321
	GC	0	0	0	0	0	0
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	8	0	0	0	8
	PSP	1	120	0	0	1	120
	NDS	0	0	0	0	0	0
	GBA	6	432	0	0	6	432
	PC	0	0	0	0	0	0
	Other	0	-5	0	0	0	-5
			13	1,731	0	145	13
U.S.	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
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
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
Total		13	1,731	0	145	13	1,876

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	27	6,460	11	196	38	6,656
	GC	4	419	7	722	11	1,141
	XB	4	366	0	11	4	377
	XB360	2	90	0	0	2	90
	PS	0	20	0	0	0	20
	PSP	5	1,083	6	619	11	1,702
	NDS	13	538	1	94	14	632
	GBA	10	1,811	1	109	11	1,920
	PC	2	28	0	2	2	30
	Other	0	0	0	0	0	0
Total		67	10,815	26	1,753	93	12,568

Region	Platform	Product		Royalties		Total	
		Titles	Units	Titles	Units	Titles	Units
	PS2	6	1,176	0	145	6	1,321
	GC	0	0	0	0	0	0
	XB	0	0	0	0	0	0
	XB360	0	0	0	0	0	0
	PS	0	8	0	0	0	8
	PSP	1	120	0	0	1	120
	NDS	0	0	0	0	0	0
	GBA	6	432	0	0	6	432
	PC	0	0	0	0	0	0
	Other	0	-5	0	0	0	-5
Total		13	1,731	0	145	13	1,876

② Coin-Operated Game Machines
 【Sales of Main Product Categories】

(millions of yen)

NAMCO (non-consolidated)

Product Category	Genre	3rd Quarter Results	
		3 months	cumulative
Medium-sized videogames	Video	4,130	8,640
Small-sized videogames	Video	1,530	2,120
Photo seal-print and related	Seal print	1,270	1,500
Prize games	Prize	550	1,400
Single-person wide pusher medal games	Medal	420	2,000
Sweetland series	Prize	350	1,060

NAMCO America Inc.; NAMCO Europe, Ltd.

Product Category	Genre	3rd Quarter Results	
		3 months	cumulative
Medium-sized videogames	Video	330	1,060
Small-sized videogames	Video	320	960

NOTE: Includes transactions among Group Companies

BANPRESTO

Product Category	3rd Quarter Results	
	3 months	cumulative
Game machines	1,467	2,849

NOTE: Includes transactions among Group Companies

Network Business

【Subscriptions】

As of end of December 2005

(subscribers: thousand)

	Games	Sound	Characters	Total
BANDAI NETWORKS	1,510	1,180	1,370	4,060
NAMCO	1,030	—	—	1,030
TOTAL	2,540	1,180	1,370	5,090

Visual and Music Content Business

【Sales Percentage】

(millions of yen)

	Visual Package	Production, License	Other	Total
The 3 rd Quarter (cumulative) for the FYE Mar 2006	21,310	6,356	5,787	33,453
	63.7%	19.0%	17.3%	—
FYE Mar 2005	25,854	8,025	10,532	44,411
	58.2%	18.1%	23.7%	—