



NAMCO BANDAI Holdings Inc.

Financial Highlights for the First Quarter of Fiscal Year Ending March 2007

NAMCO BANDAI Holdings Inc. Consolidated Financial Results

1. Summary of Income Statement (millions of yen)

	FY 2006.3			FY 2007.3				
	1Q Results(*1)	1st Half Results	Full Year Results	1Q Results	1st half Forecast	% v.s. prior period	Full Year Forecast(*2)	% v.s. prior period
Net Sales	101,933	218,873	450,829	99,119	210,000	95.9%	470,000	104.3%
Gross Profit	34,629	77,526	156,565	37,154	74,500	96.1%	166,850	106.6%
Operating Income	4,347	17,546	35,669	8,656	12,300	70.1%	40,000	112.1%
Recurring Income	4,696	18,244	37,122	8,993	12,500	68.5%	40,500	109.1%
Net Income	1,082	7,834	14,149	4,077	9,000	114.9%	22,000	155.5%

2. Net Sales by Segment (millions of yen)

	FY 2006.3			FY 2007.3				
	1Q Results(*1)	1st Half Results	Full Year Results	1Q Results	1st half Forecast	% v.s. prior period	Full Year Forecast(*2)	% v.s. prior period
Toys and Hobby	38,272	82,539	181,007	42,459	81,500	98.7%	180,000	99.4%
Amusement Facility	18,845	41,052	79,384	20,324	44,600	108.6%	90,000	113.4%
Game Contents	28,221	63,773	130,430	25,843	62,000	97.2%	153,000	117.3%
Network	2,974	5,950	12,521	2,920	6,500	109.2%	13,500	107.8%
Visual and Music Content	11,975	23,053	43,328	9,267	17,000	73.7%	37,500	86.5%
Other	5,167	11,220	23,071	5,634	9,200	82.0%	19,000	82.4%
Elimination and Corporate	-3,523	-8,716	-18,914	-7,330	-10,800	-	-23,000	-
Total	101,933	218,873	450,829	99,119	210,000	95.9%	470,000	104.3%

3. Operating Income by Segment (millions of yen)

	FY 2006.3				FY 2007.3					
	1Q Results(*1)	1st Half Results	Full Year Results	Operating Income %	1Q Results	1st half Forecast	% v.s. prior period	Full Year Forecast(*2)	Operating Income %	% v.s. prior period
Toys and Hobby	3,636	8,397	19,085	10.5%	4,939	5,000	59.5%	15,700	8.7%	82.3%
Amusement Facility	13	2,300	2,506	3.2%	718	2,300	100.0%	4,800	5.3%	191.5%
Game Contents	179	7,448	10,451	8.0%	791	2,500	33.6%	13,000	8.5%	124.4%
Network	488	857	1,835	14.7%	311	900	105.0%	1,900	14.1%	103.5%
Visual and Music Content	2,243	3,095	6,187	14.3%	2,045	2,500	80.8%	6,400	17.1%	103.4%
Other	-116	-59	-171	-	385	300	-	700	3.7%	-
Elimination and Corporate	-2,096	-4,492	-4,225	-	-534	-1,200	-	-2,500	-	-
Total	4,347	17,546	35,669	7.9%	8,656	12,300	70.1%	40,000	8.5%	112.1%

4. Net Sales by Region (External sales after elimination) (millions of yen)

	FY 2006.3			FY 2007.3				
	1Q Results(*1)	1st Half Results	Full Year Results	1Q Results	1st half Forecast	% v.s. prior period	Full Year Forecast(*2)	% v.s. prior period
Japan	81,652	180,849	365,823	79,169	171,200	94.7%	370,000	101.1%
Americas	11,367	20,048	42,769	10,454	21,000	104.7%	54,500	127.4%
Europe	6,430	12,659	31,231	6,240	11,600	91.6%	33,000	105.7%
Asia	2,480	5,315	11,005	3,254	6,200	116.6%	12,500	113.6%
Elimination and Corporate	-	-	-	-	-	-	-	-
Total	101,933	218,873	450,829	99,119	210,000	95.9%	470,000	104.3%

5. Operating Income by Region (millions of yen)

	FY 2006.3				FY 2007.3					
	1Q Results(*1)	1st Half Results	Full Year Results	Operating Income %	1Q Results	1st half Forecast	% v.s. prior period	Full Year Forecast(*2)	Operating Income %	% v.s. prior period
Japan	6,174	22,377	37,614	10.3%	8,448	12,700	56.8%	34,500	9.3%	91.7%
Americas	-1,232	-3,226	-3,284	-	-589	-1,300	-	1,900	3.5%	-
Europe	916	1,791	4,330	13.9%	565	1,000	55.8%	4,000	12.1%	92.4%
Asia	575	1,202	2,270	20.6%	661	1,100	91.5%	2,100	16.8%	92.5%
Elimination and Corporate	-2,086	-4,598	-5,262	-	-429	-1,200	-	-2,500	-	-
Total	4,347	17,546	35,669	7.9%	8,656	12,300	70.1%	40,000	8.5%	112.1%

6. Other Data (millions of yen)

	FY 2006.3			FY 2007.3				
	1Q Results(*1)	1st Half Results	Full Year Results	1Q Results	1st half Forecast	% v.s. prior period	Full Year Forecast(*2)	% v.s. prior period
Capital Expenditures	4,910	10,777	20,816	4,271	10,000	92.8%	22,500	108.1%
Depreciation	4,291	8,743	19,144	4,238	11,000	125.8%	22,000	114.9%
R&D Investments	8,858	17,337	32,250	7,548	19,000	109.6%	33,000	102.3%
Advertising Expenses	7,815	15,359	31,055	6,627	17,500	113.9%	34,500	111.1%
Personnel Expenses	7,596	16,880	33,753	8,632	17,500	103.7%	35,000	103.7%

*1 1Q of FY2006.3 figures are combined results of Bandai and NAMCO

*2 These figures are the initial plan for the FY 2007.3. Taking into account the business results of the interim period and other factors, we will announce whether or not to amend the forecast corresponding with the announcement of results for the interim period.

*3 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 First Quarter Ended June 30, 2006

Toys and Hobby Business

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

	(billion yen)	
	FY07.3 1Q Result	FY07.3 Plan
Mobile Suit Gundam	4.1	20.0
Tamagotchi	3.3	12.0
Power Ranger Series	2.7	10.0
Masked Rider	2.0	7.5
Anpanman	1.8	7.5
Pretty Cure	1.8	7.0
DRAGON BALL Z	1.7	6.0
Cinnamoroll	1.1	5.0
NARUTO	0.7	4.0
Ultraman	1.3	3.5
Pokémon	0.5	3.0
Digimon	0.9	2.5

【Tamagotchi sales】 (unit: thousand)

	FY04.3	FY05.3	FY06.3	FY07.3 1Q
Japan	250	2,250	6,100	350
Overseas	0	3,250	6,900	1,700
TOTAL	250	5,500	13,000	2,050

【Data Carddass: installed units】

As of end of June 2006:

9,950 units (Japan)

Amusement Facility Business

【Number of facilities as of June 30, 2006】

Region	Region Total (facilities)	Details (Facilities)		
		Directly operated	Revenue share	Theme park
Japan	487	311	171	5
Americas	1,141	121	1,020	0
Europe	13	12	1	0
Asia	28	14	14	0
TOTAL	1,669	458	1,206	5

【Same store year on year】

	April	May	June	Average
Japan	109.7%	101.8%	102.6%	104.5%

	January	February	March	Average
Americas	102.3%	96.2%	96.7%	98.6%

【Openings and Closures】

	NAMCO (Japan)		Pleasure Cast (Japan)		Americas		Europe		Asia	
	FY06.3	FY07.3 1Q	FY06.3	FY07.3 1Q	FY06.3	FY07.3 1Q	FY06.3	FY07.3 1Q	FY06.3	FY07.3 1Q
Start of Term	315	(*)299	14	14	160	127	10	11	16	15
Openings	8	1	1	1	0	0	1	1	1	0
Closures	26	3	1	1	33	6	0	0	2	1
End of Term	297	297	14	14	127	121	11	12	15	14
Revenue Share	182	171	0	0	1,018	1,020	1	1	14	14

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

Game Contents Business

① Home Video Game Software:

【Home video game software titles and units sold】

	Results for FY 2006.3						FY 2007.3						
	1st Quarter		1st Half		Full Year		1st Quarter Results		1st Half Forecast		Full Year Forecast		
	Title	Units	Title	Units	Title	Units	Title	Units	Title	Units	Title	Units	
Bandai & Namco (Japan)	20	1,237	45	4,210	92	10,644	BNG (Japan)	19	1,697	46	4,930	87	11,530
(Home)	14	940	27	3,172	53	7,567	(Home)	11	928	19	2,100	47	6,865
(Portable)	6	297	18	1,038	39	3,077	(Portable)	8	769	27	2,830	40	4,665
Group (Japan)	3	363	7	1,343	16	2,462	Group (Japan)	1	97	6	700	18	2,200
(Home)	2	300	4	1,054	8	1,734	(Home)	0	13	3	490	10	1,518
(Portable)	1	63	3	289	8	728	(Portable)	1	84	3	210	8	682
Group (Americas)	0	2,253	18	4,259	40	6,402	Group (Americas)	12	1,105	25	2,450	44	6,770
(Home)		528	6	1,931	20	3,253	(Home)	7	686	15	1,620	31	4,817
(Portable)		1,725	12	2,328	20	3,149	(Portable)	5	419	10	830	13	1,953
Group (Europe)	6	1,946	10	3,525	28	6,726	Group (Europe)	0	611	13	1,654	29	4,850
(Home)	5	1,792	6	2,793	20	5,570	(Home)	0	421	8	1,026	17	3,124
(Portable)	1	154	4	732	8	1,156	(Portable)	0	190	5	628	12	1,726
Group (Asia)	2	235	13	399	32	638	Group (Asia)	1	75	12	366	40	440
(Home)	1	178	7	226	17	400	(Home)	1	52	9	82	26	118
(Portable)	1	57	6	173	15	238	(Portable)	0	23	3	284	14	322
Group Total	31	6,034	93	13,736	208	26,872	Group Total	33	3,585	102	10,100	218	25,790
(Home)	22	3,738	50	9,176	118	18,524	(Home)	19	2,100	54	5,318	131	16,442
(Portable)	9	2,296	43	4,560	90	8,348	(Portable)	14	1,485	48	4,782	87	9,348
Localized versions	7		36		80		Localized versions	7		61		108	

* After Elimination of localized versions

Group Total	24	6,034	57	13,736	128	26,872
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* After Elimination of localized versions

Group Total	26	3,585	41	10,100	110	25,790
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【Net sales by main titles and by platforms for 1st Quarter of FY07.3】

Region	Platform	Title	Units
Americas	Multi	CURIOUS GEORGE	260
Japan	PS2	SUPER DRAGON BALL Z	218
Japan	PS2	Xenosaga Episode III	185
Japan	PSP	DRAGON BALL Z Shin Budokai	156
Japan	PS2	hack//G.U. Vol.1	145

Platform	Product		Royalties		Total	
	Titles	Units	Titles	Units	Titles	Units
PS2	11	1,723	0	64	11	1,787
GC	2	128	1	61	3	189
Xbox	1	55	0	1	1	56
Xbox360	1	9	1	16	2	25
PSP	8	559	0	123	8	682
NDS	5	500	0	0	5	500
GBA	1	216	0	87	1	303
PC	1	20	1	22	2	42
Other	0	1	0	0	0	1
Total	30	3,211	3	374	33	3,585

②Arcade Game Machines: Net Sales

【NAMCO BANDAI Games】 (unit: million yen)

Product Category	FY06.3 1Q Results	FY07.3 1Q Results
Small-sized Video Games	186	679
Medium-sized Video Games	1,336	3,236
Electrical-Mechanical Games	1,025	1,554
Medal Games	1,161	211
Other	1,081	1,735
TOTAL	4,789	7,416

【BANPRESTO】 (unit: million yen)

	FY06.3 1Q Results	FY07.3 1Q Results
Game Machines	322	1,403

【Overseas】 (unit: million yen)

	FY06.3 1Q Results	FY07.3 1Q Results
NAMCO America and NAMCO Europe	1,381	1,255

Note: Figures include transactions among Group Companies

Network Business

【Number of Subscribers】

As of June 30, 2006

(unit: thousand)

	Games	Sound	Character	Other	TOTAL
BANDAI NETWORKS	1,560	1,000	980	180	3,720
NAMCO BANDAI GAMES(*)	980	-	-	-	980
TOTAL	2,540	1,000	980	180	4,700

(*) 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】

(unit: millions of yen)

	Visual Package	Production, License	Other	TOTAL
FY06.3	28,971	8,570	5,787	43,328
Results	66.9%	19.8%	13.3%	-
FY07.3	6,890	2,377	0	9,267
1Q Results	74.3%	25.7%	0.0%	-