



NAMCO BANDAI Holdings Inc.

Financial Highlights for the Third Quarter of the Fiscal Year Ending March 2008

NAMCO BANDAI Holdings Inc. Consolidated Financial Results

1. Summary of Income Statement

(millions of yen)

	FY 2007.3					FY 2008.3							
	1st half Results	3Q Results (3 months)	3Q Results (9 months)	2nd Half Results	Full Year Results	1st Half Results	3Q Results (3 months)	% vs. prior year	3Q Results (9 months)	% vs. prior year	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Net Sales	206,636	123,881	330,517	252,496	459,132	213,522	122,080	98.5%	335,602	101.5%	251,477	465,000	101.3%
Gross Profit	75,739	45,725	121,465	92,340	168,079	77,170	43,159	94.4%	120,330	99.1%	87,829	165,000	98.2%
Operating Income	17,263	14,972	32,235	24,961	42,224	15,085	10,686	71.4%	25,772	80.0%	18,914	34,000	80.5%
Recurring Income	18,561	15,946	34,508	27,054	45,615	17,379	10,862	68.1%	28,241	81.8%	18,120	35,500	77.8%
Net Income	11,011	8,881	19,892	13,241	24,252	7,977	6,735	75.8%	14,712	74.0%	8,522	16,500	68.0%

2. Net Sales by Segment

(millions of yen)

	FY 2007.3					FY 2008.3							
	1st half Results	3Q Results (3 months)	3Q Results (9 months)	2nd Half Results	Full Year Results	1st Half Results	3Q Results (3 months)	% vs. prior year	3Q Results (9 months)	% vs. prior year	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Toys and Hobby	85,784	49,615	135,399	99,802	185,586	83,578	48,275	97.3%	131,854	97.4%	96,421	180,000	97.0%
Amusement Facility	43,216	21,760	64,977	44,980	88,196	46,124	21,121	97.1%	67,246	103.5%	41,875	88,000	99.8%
Game Contents	57,007	43,215	100,223	82,180	139,187	61,835	42,674	98.7%	104,509	104.3%	88,164	150,000	107.8%
Network	6,266	2,889	9,156	6,223	12,489	5,936	3,020	104.5%	8,956	97.8%	5,563	11,500	92.1%
Visual and Music Content	19,282	8,916	28,199	23,724	43,006	17,888	8,751	98.1%	26,639	94.5%	23,111	41,000	95.3%
Other	10,943	5,272	16,215	9,957	20,900	10,065	4,975	94.4%	15,041	92.8%	9,434	19,500	93.3%
Elimination and Corporate	-15,865	-7,789	-23,654	-14,369	-30,234	-11,905	-6,739	-	-18,644	-	-13,094	-25,000	-
Total	206,636	123,881	330,517	252,496	459,132	213,522	122,080	98.5%	335,602	101.5%	251,477	465,000	101.3%

3. Operating Income by Segment

(millions of yen)

FY 2007.3							FY 2008.3								
1st half Results	3Q Results (3 months)	3Q Results (9 months)	2nd Half Results	Full Year Results	OP Margin	1st Half Results	3Q Results (3 months)	% vs. prior year	3Q Results (9 months)	% vs. prior year	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. prior year	
Toys and Hobby	8,186	6,573	14,760	9,217	17,403	9.4%	5,768	5,767	87.7%	11,536	78.2%	8,231	14,000	7.8%	80.4%
Amusement Facility	1,883	439	2,323	2,121	4,004	4.5%	2,078	-1,074	-	1,004	43.2%	-1,078	1,000	1.1%	25.0%
Game Contents	1,853	7,728	9,581	9,656	11,509	8.3%	4,856	5,135	66.5%	9,992	104.3%	10,143	15,000	10.0%	130.3%
Network	540	128	669	340	880	7.0%	431	208	161.9%	639	95.6%	368	800	7.0%	90.9%
Visual and Music Content	4,516	985	5,502	4,980	9,496	22.1%	3,035	753	76.5%	3,789	68.9%	2,164	5,200	12.7%	54.8%
Other	899	306	1,206	118	1,017	4.9%	476	349	113.7%	825	68.4%	223	700	3.6%	68.8%
Elimination and Corporate	-617	-1,190	-1,808	-1,471	-2,088	-	-1,562	-452	-	-2,015	-	-1,137	-2,700	-	-
Total	17,263	14,972	32,235	24,961	42,224	9.2%	15,085	10,686	71.4%	25,772	80.0%	18,914	34,000	7.3%	80.5%

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

(millions of yen)

	FY 2007.3					FY 2008.3							
	1st half Results	3Q Results (3 months)	3Q Results (9 months)	2nd Half Results	Full Year Results	1st Half Results	3Q Results (3 months)	% vs. prior year	3Q Results (9 months)	% vs. prior year	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Japan	166,121	96,803	262,925	190,127	356,248	164,529	94,932	98.1%	259,462	98.7%	186,970	351,500	98.7%
Americas	19,975	14,596	34,571	32,340	52,315	21,249	12,886	88.3%	34,135	98.7%	31,250	52,500	100.4%
Europe	13,998	9,339	23,337	23,765	37,763	21,000	10,596	113.5%	31,596	135.4%	25,999	47,000	124.5%
Asia	6,541	3,142	9,683	6,264	12,805	6,742	3,665	116.7%	10,408	107.5%	7,257	14,000	109.3%
Elimination and Corporate	-	-	-	-	-	-	-	-	-	-	-	-	-
Total	206,636	123,881	330,517	252,496	459,132	213,522	122,080	98.5%	335,602	101.5%	251,477	465,000	101.3%

5. Operating Income by Region

(millions of yen)

	FY 2007.3						FY 2008.3								
	1st half Results	3Q Results (3 months)	3Q Results (9 months)	2nd Half Results	Full Year Results	OP Margin	1st Half Results	3Q Results (3 months)	% vs. prior year	3Q Results (9 months)	% vs. prior year	2nd Half Forecasts	Full Year Forecasts	OP Margin	% vs. prior year
Japan	16,598	12,116	28,715	16,529	33,127	9.3%	12,005	9,093	75.1%	21,099	73.5%	12,494	24,500	7.0%	74.0%
Americas	-867	858	-9	4,243	3,376	6.5%	147	-233	-	-85	-	2,352	2,500	4.8%	74.0%
Europe	1,405	1,433	2,838	3,848	5,253	13.9%	3,062	1,609	112.3%	4,672	164.6%	3,737	6,800	14.5%	129.4%
Asia	1,373	971	2,344	1,357	2,730	21.3%	1,263	866	89.2%	2,129	90.8%	1,536	2,800	20.0%	102.6%
Elimination and Corporate	-1,245	-407	-1,652	-1,018	-2,263	-	-1,393	-649	-	-2,043	-	-1,206	-2,600	-	-
Total	17,263	14,972	32,235	24,961	42,224	9.2%	15,085	10,686	71.4%	25,772	80.0%	18,914	34,000	7.3%	80.5%

6. Other Data

(millions of yen)

	FY 2007.3					FY 2008.3							
	1st half Results	3Q Results (3 months)	3Q Results (9 months)	2nd Half Results	Full Year Results	1st Half Results	3Q Results (3 months)	% vs. prior year	3Q Results (9 months)	% vs. prior year	2nd Half Forecasts	Full Year Forecasts	% vs. prior year
Capital Investments	9,041	6,276	15,317	11,290	20,331	10,867	4,502	71.7%	15,370	100.3%	12,132	23,000	113.1%
Depreciation	8,988	5,113	14,101	12,212	21,200	11,125	6,561	128.3%	17,686	125.4%	12,874	24,000	113.2%
R&D Investments	16,014	10,079	26,094	16,102	32,116	15,515	12,512	124.1%	28,028	107.4%	19,484	35,000	109.0%
Advertising Expenses	14,038	7,516	21,554	16,993	31,031	12,869	7,757	103.2%	20,627	95.7%	18,130	31,000	99.9%
Personnel Expenses	17,653	8,823	26,476	18,371	36,024	19,310	9,108	103.2%	28,419	107.3%	18,689	38,000	105.5%

* 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.

Supplemental Data for the Third Quarter of the Fiscal Year Ending March 2008

Group Total

【Net Sales by Character】

billion yen

	FY2008.3		
	1st Half	3Q (9 months)	Full Year Forecasts
Mobile Suit Gundam	20.5	34.8	48.0
Power Rangers	11.3	16.9	25.0
DRAGON BALL	8.7	12.8	17.8
Masked Rider	6.9	10.5	12.7
Tamagotchi	6.9	10.0	12.0

Toys and Hobby Business

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

billion yen

	FY2008.3		
	1st Half	3Q (9 months)	FY Forecasts
Mobile Suit Gundam	7.5	13.8	18.0
Masked Rider	5.9	9.0	11.0
Pretty Cure	5.1	7.9	10.0
Anpanman	4.3	7.1	9.0
Power Rangers	4.0	5.3	7.5
Ultraman	2.9	4.5	5.5
DRAGON BALL	2.6	4.1	5.5
Pokémon	2.6	3.7	4.5
Cinnamoroll	1.5	2.0	2.5
Tamagotchi	1.1	1.7	2.0

thousand units

	FY04.3	FY05.3	FY06.3	FY07.3	FY08.3	
	Full Year	Full Year	Full Year	Full Year	1st Half	3Q (9 months)
Japan	250	2,250	6,100	1,650	0	150
Overseas	0	3,250	6,900	7,050	3,500	4,600
Total	250	5,500	13,000	8,700	3,500	4,750

【DATA CARDDASS: installed units】

As of end of December 2007: 17,650 units (Japan)

Amusement Facility Business

【Number of facilities】

	Japan				Americas				Europe			
	FY07.3		FY08.3		FY07.3		FY08.3		FY07.3		FY08.3	
	3Q (9 months)	Full Year	3Q (9 months)	Full Year Forecasts	3Q (9 months)	Full Year	3Q (9 months)	Full Year Forecasts	3Q (9 months)	Full Year	3Q (9 months)	Full Year Forecasts
Start of term	313	313	316	—	127	127	109	109	11	11	14	14
Openings	19	26	9	—	0	0	0	0	5	5	0	0
Closures	11	23	17	—	20	18	19	21	0	2	0	1
Increase/ Decrease	8	3	—8	—	—20	—18	—19	—21	5	3	0	—1
End of term	321	316	308	★	107	109	90	88	16	14	14	13
Revenue share	151	140	108	—	1,066	1,041	1,231	1,222	1	1	1	1
Theme park	7	6	5	—	0	0	0	0	0	0	0	0
Spa resort	4	4	4	—	0	0	0	0	0	0	0	0
Total	483	466	425	★	1,173	1,150	1,321	1,310	17	15	15	14

	Asia				Total			
	FY07.3		FY08.3		FY07.3		FY08.3	
	3Q (9 months)	Full Year	3Q (9 months)	Full Year Forecasts	3Q (9 months)	Full Year	3Q (9 months)	Full Year Forecasts
Start of term	15	15	14	14	466	466	453	—
Openings	1	2	1	2	25	33	10	—
Closures	3	3	2	2	34	46	38	—
Increase/ Decrease	—2	—1	—1	0	—9	—13	—28	—
End of term	13	14	13	14	457	453	425	★
Revenue share	19	20	18	17	1,237	1,202	1,358	—
Theme park	0	0	0	0	7	6	5	—
Spa resort	0	0	0	0	4	4	4	—
Total	32	34	31	31	1,705	1,665	1,792	★

* Fiscal year end forecasts for the number of Japanese facilities are being estimated based on the policy of closures announced today.

【Same store sales year on year】

		Apr.	May	Jun.	1Q (3 months)	Jul.	Aug.	Sep.	2Q (3 months)	1st Half (6 months)	Oct.	Nov.	Dec.	3Q (3 months)	3Q (9 months)
Japan	FY08.3	90.7%	90.3%	100.6%	93.4%	93.1%	97.2%	104.9%	98.1%	95.8%	92.5%	90.5%	93.2%	92.1%	94.7%
	FY07.3	109.7%	101.8%	102.6%	104.7%	103.6%	98.9%	98.2%	100.2%	102.2%	93.0%	103.0%	104.4%	100.1%	101.6%
		Jan.	Feb.	Mar.	1Q (3 months)	Apr.	May	Jun.	2Q (3 months)	1st Half (6 months)	Jul.	Aug.	Sep.	3Q (3 months)	3Q (9 months)
U.S.	FY08.3	95.8%	95.9%	92.6%	94.9%	100.1%	95.0%	95.1%	97.0%	95.9%	95.8%	98.2%	92.9%	95.8%	95.8%
	FY07.3	102.3%	96.2%	96.7%	98.6%	95.8%	91.1%	93.8%	93.8%	96.3%	94.6%	96.4%	100.5%	96.6%	96.4%

Game Contents Business

① Home Video Game Software

【Home video game software titles and units sold】

FY2007.3							(Unit Sales: thousand)						
							1st Half		3Q (9 months)		Full Year		
	# of Titles	Unit Sales	# of Titles	Unit Sales	# of Titles	Unit Sales		# of Titles	Unit Sales	# of Titles	Unit Sales	# of Titles	Unit Sales
Japan	45	5,041	81	8,914	99	12,215	Japan	37	4,694	66	8,985	97	12,800
(Home)	19	2,056	43	4,784	45	5,970	(Home)	15	2,047	32	3,969	47	6,682
(Portable)	26	2,985	38	4,130	54	6,245	(Portable)	22	2,647	34	5,016	50	6,118
U.S.	16	2,202	35	3,913	51	5,930	U.S.	9	1,522	18	3,088	26	5,000
(Home)	10	1,492	23	2,774	32	4,364	(Home)	4	1,149	10	2,213	15	3,775
(Portable)	6	710	12	1,139	19	1,566	(Portable)	5	373	8	875	11	1,225
Europe	7	1,762	11	3,483	16	4,715	Europe	10	3,222	12	4,682	20	6,900
(Home)	4	1,065	7	2,098	12	2,866	(Home)	4	2,062	4	2,941	10	4,690
(Portable)	3	697	4	1,385	4	1,849	(Portable)	6	1,160	8	1,741	10	2,210
Asia	12	203	20	311	22	492	Asia	2	197	6	356	13	500
(Home)	1	85	5	104	5	273	(Home)	1	89	2	112	7	225
(Portable)	11	118	15	207	17	219	(Portable)	1	108	4	244	6	275
Group Total	80	9,208	147	16,621	188	23,352	Group Total	58	9,635	102	17,111	156	25,200
(Home)	34	4,698	78	9,760	94	13,473	(Home)	24	5,347	48	9,235	79	15,372
(Portable)	46	4,510	69	6,861	94	9,879	(Portable)	34	4,288	54	7,876	77	9,828
Localized versions	34		59		79		Localized versions	22		38		62	

※After elimination of lolalized versions

Group Total	46	9,208	88	16,621	109	23,352	Group Total	36	9,635	64	17,111	94	25,200
(Home)	19	4,698	48	9,760	55	13,473	(Home)	14	5,347	30	9,235	44	15,372
(Portable)	27	4,510	40	6,861	54	9,879	(Portable)	22	4,288	34	7,876	50	9,828

FY2008.3						
	1st Half		3Q (9 months)		Full Year	
	# of Titles	Unit Sales	# of Titles	Unit Sales	# of Titles	Unit Sales
Japan	37	4,694	66	8,985	97	12,800
(Home)	15	2,047	32	3,969	47	6,682
(Portable)	22	2,647	34	5,016	50	6,118
U.S.	9	1,522	18	3,088	26	5,000
(Home)	4	1,149	10	2,213	15	3,775
(Portable)	5	373	8	875	11	1,225
Europe	10	3,222	12	4,682	20	6,900
(Home)	4	2,062	4	2,941	10	4,690
(Portable)	6	1,160	8	1,741	10	2,210
Asia	2	197	6	356	13	500
(Home)	1	89	2	112	7	225
(Portable)	1	108	4	244	6	275
Group Total	58	9,635	102	17,111	156	25,200
(Home)	24	5,347	48	9,235	79	15,372
(Portable)	34	4,288	54	7,876	77	9,828
Localized versions	22		38		62	

※After elimination of lolalized versions

Group Total	36	9,635	64	17,111	94	25,200
(Home)	14	5,347	30	9,235	44	15,372
(Portable)	22	4,288	34	7,876	50	9,828

【FY08.3 3Q:Top 10 Game Titles】

Region	Platform	Title Name	Unit Sales (thousand)
E	PS2・Wii	Dragonball Z Budokai Tenkaichi 2	579
J, A	PS2・Wii	Dragonball Z Sparking ! METEOR	466
J	PS2	Super Robot Wars OG ORIGINAL GENERATIONS	454
J	PS2	SD Gundam G Generation Spirits	405
J	NDS	Taiko Drum Master for DS	360
E, US	PS3	Ridge Racer 7	350
US	PS2	Naruto: Ultimate Ninja 2	349
E, US	PS2	Naruto: Uzumaki Chronicles	349
J	PS2	Super Robot Wars OG Gaiden	313
US, E	PS2	Naruto: Ultimate Ninja	309

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

【FY08.3 3Q: Group Total By Platform】

Platform	# of Titles			Unit Sales (thousand)
	Total Titles (A)	Localized Versions (B)	A - B	
PS2	23	7	16	6,699
PS3	4	3	1	841
Xbox360	7	5	2	516
Wii	14	3	11	1,076
PSP	14	10	4	2,679
NDS	40	10	30	5,127
Others	0	0	0	173
Total	102	38	64	17,111

※Others: XB, GC, GBA, PC

②Arcade Game Machines: Net Sales

【NAMCO BANDAI Games】

(million yen)

Product Category	FY2007.3			FY2008.3		
	1st Half	3Q (9 months)	Full Year	1st Half	3Q (9 months)	Full Year
Small-sized Video Games	910	919	964	15	5,602	6,500
Medium-sized Video Games	5,303	12,729	15,463	10,826	13,280	15,300
Electrical-Mechanical Games	3,117	4,702	5,896	3,629	6,781	8,300
Medal Games	495	531	1,184	131	182	400
Other	3,665	5,994	7,181	2,525	3,658	4,000
Total	13,490	24,875	30,688	17,126	29,503	34,500

【Banpresto】

(million yen)

	FY2007.3			FY2008.3		
	1st Half	3Q (9 months)	Full Year	1st Half	3Q (9 months)	Full Year
Game Machines	2,531	3,977	4,303	1,085	2,055	3,400

【Overseas】

(million yen)

	FY2007.3			FY2008.3		
	1st Half	3Q (9 months)	Full Year	1st Half	3Q (9 months)	Full Year
NAMCO America and NAMCO Europe	3,131	4,792	4,940	3,767	5,007	6,300

Note: Figures include transactions among Group Companies

Network Business

【Number of Subscribers】

As of December 31, 2007

(thousand)

	Game	Sound	Character	Other	TOTAL
BANDAI NETWORKS	2,030	490	1,000	160	3,680
NAMCO BANDAI GAMES(*)	1,170	—	—	—	1,170
TOTAL	3,200	490	1,000	160	4,850

(*) 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	Total
FY2008.3	20,655	5,984	26,639
3Q (9 months)	77.5%	22.5%	—
FY2007.3	21,740	6,459	28,199
3Q (9 months)	77.1%	22.9%	—