

Group Total

【Net Sales by Character】

	FY2009.3			FY2010.3		
	2Q(6mo.)	3Q(9mo.)	Full Year	2Q(6mo.)	3Q(9mo.)	Full Year Forecasts
Mobile Suit Gundam	16.9	32.7	42.8	17.0	27.1	36.0
Masked Rider	4.6	6.9	10.4	8.9	14.0	18.5
Power Rangers	11.8	18.6	25.6	8.4	13.1	17.5
BEN10	4.3	8.5	13.0	6.5	11.9	16.6
DRAGON BALL	8.7	12.0	15.8	4.5	7.5	11.5

billion yen

Toys and Hobby Business

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

	FY2009.3			FY2010.3		
	2Q(6mo.)	3Q(9mo.)	Full Year	2Q(6mo.)	3Q(9mo.)	Full Year Forecasts
Masked Rider	3.8	5.5	8.7	7.7	11.8	16.0
Mobile Suit Gundam	7.0	11.8	16.0	6.5	11.5	15.5
Pretty Cure	5.5	7.5	10.5	5.7	8.5	11.0
Power Rangers	6.2	9.4	12.0	5.7	8.4	10.5
Anpanman	4.1	7.1	9.1	3.8	6.3	8.5
DRAGON BALL	1.9	2.9	3.7	1.4	2.5	3.0
Ultraman	2.2	3.5	4.3	1.2	2.5	3.0
Battle Spirits	0.2	1.2	2.7	1.5	2.0	2.5
Pokémon	1.7	2.6	3.2	1.2	1.8	2.5

billion yen

【Tamagotchi sales】

	FY04.3	FY05.3	FY06.3	FY07.3	FY08.3	FY2009.3			FY2010.3	
	Full Year	Full Year	Full Year	Full Year	Full Year	2Q(6mo.)	3Q(9mo.)	Full Year	2Q(6mo.)	3Q(9mo.)
Japan	250	2,250	6,100	1,650	150	0	220	280	20	320
Overseas	0	3,250	6,900	7,050	5,500	1,400	1,920	2,200	610	710
Total	250	5,500	13,000	8,700	5,650	1,400	2,140	2,480	630	1,030

thousand unit

【DATA CARDDASS: installed units】

As of end of December 2009: 19,400 units (Japan)

Game Contents Business

【Sales by category】

	FY2009.3			FY2010.3		
	2Q (6 months)	3Q (9 months)	Full Year	2Q (6 months)	3Q (9 months)	Full Year Forecasts
Arcade Game Machine	23.1	38.1	48.8	19.5	32.9	45.0
Game Software	29.7	59.3	78.0	29.5	60.0	76.0
Others, elimination	8.8	16.5	23.4	8.1	11.7	17.0
Total	61.6	113.9	150.2	57.1	104.6	138.0

billion yen

Note: FY2009.3 results for the Full Year are the sum of the results of Game Contents and Network segments.

1) Arcade Game Machines: Net Sales

【Japan】

Product Category	FY2009.3			FY2010.3	
	2Q (6 months)	3Q (9 months)	Full Year	2Q (6 months)	3Q (9 months)
Small-sized Video Game	350	1,984	3,030	204	328
Medium-sized Video Game	2,783	8,123	9,978	2,399	5,050
Electrical-Mechanical Games	1,379	1,618	1,973	863	1,641
Medal Games	3,915	4,994	5,572	761	2,378
Other	4,193	6,574	9,410	6,181	9,298
Machine Sales Total	12,620	23,293	29,963	10,408	18,695
Prize Sales	7,828	11,364	14,691	7,074	11,512
Total	20,448	34,657	44,654	17,482	30,207

million yen

【Overseas】

	FY2009.3			FY2010.3	
	2Q (6 months)	3Q (9 months)	Full Year	2Q (6 months)	3Q (9 months)
NAMCO America and NAMCO Europe Machine Sales Total	2,642	3,486	4,152	2,038	2,728

million yen

Note: Figures include transactions among Group Companies

2) Home Video Game Software

【Home video game software titles and unit sales】

(Unit sales: thousand)

	FY2009.3					
	2Q (6 months)		3Q (9 months)		Full Year	
	# of Titles	Unit Sales	# of Titles	Unit Sales	# of Titles	Unit Sales
Japan	29	4,050	51	7,526	74	10,443
(Home)	14	2,193	29	4,006	36	5,122
(Portable)	15	1,857	22	3,520	38	5,321
U.S.	6	1,905	14	4,306	19	6,115
(Home)	4	1,368	11	3,498	15	5,103
(Portable)	2	537	3	808	4	1,012
Europe	8	2,673	16	4,650	20	6,195
(Home)	7	2,079	14	3,726	16	4,722
(Portable)	1	594	2	924	4	1,473
Asia	2	267	10	416	13	632
(Home)	0	128	7	239	10	380
(Portable)	2	139	3	177	3	252
Overseas Total	16	4,845	40	9,372	52	12,942
(Home)	11	3,575	32	7,463	41	10,205
(Portable)	5	1,270	8	1,909	11	2,737
Group Total	45	8,895	91	16,898	126	23,385
(Home)	25	5,768	61	11,469	77	15,327
(Portable)	20	3,127	30	5,429	49	8,058
Localized versions	19		45		57	

※After elimination of localized versions

Group Total	26	8,895	46	16,898	69	23,385
(Home)	11	5,768	24	11,469	31	15,327
(Portable)	15	3,127	22	5,429	38	8,058

(Unit sales: thousand)

	FY2010.3					
	2Q (6 months)		3Q (9 months)		Full Year Forecasts	
	# of Titles	Unit Sales	# of Titles	Unit Sales	# of Titles	Unit Sales
Japan	36	3,486	65	6,502	92	8,300
(Home)	17	1,874	27	3,230	35	3,585
(Portable)	19	1,612	38	3,272	57	4,715
U.S.	11	2,184	30	4,147	41	6,700
(Home)	10	1,621	20	2,673	29	4,705
(Portable)	1	563	10	1,474	12	1,995
Europe	20	2,354	40	4,040	51	7,350
(Home)	17	1,580	28	2,528	36	5,029
(Portable)	3	774	12	1,512	15	2,321
Asia	11	336	31	628	33	650
(Home)	5	225	17	452	18	471
(Portable)	6	111	14	176	15	179
Overseas Total	42	4,874	101	8,815	125	14,700
(Home)	32	3,426	65	5,653	83	10,205
(Portable)	10	1,448	36	3,162	42	4,495
Group Total	78	8,360	166	15,317	217	23,000
(Home)	49	5,300	92	8,883	118	13,790
(Portable)	29	3,060	74	6,434	99	9,210
Localized versions	45		103		130	

※After elimination of localized versions

Group Total	33	8,360	63	15,317	87	23,000
(Home)	16	5,300	24	8,883	30	13,790
(Portable)	17	3,060	39	6,434	57	9,210

【FY2010.3 3Q: Top 10 Game Titles】

Title Name	Platform	Region	Unit Sales (thousand)
Ben 10 Alien Force	Multi *	US, E	870
Ben 10 Protector of The Earth	Multi *	US, E	540
Tales of Vesperia	PS3・Xbox360	WW	490
Active Life: Extreme Challenge	Wii	WW	460
Ben 10 Alien Force 2	Multi **	US, E	430
Afro Samurai	PS3・Xbox360	US, E	420
Mobile Suit Gundam Gundam vs. Gundam	PSP	J,A	410
TEKKEN 6	PS3・Xbox360	J,A	400
Taiko Drum Master 2	Wii	J,A	380
SD Gundam G Generation Wars	PS2・Wii	J,A	370

*: Wii・PS2・PSP・NDS

** : Xbox360・Wii・PS2・PSP・NDS

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

【Group Total By Platform】

Platform	3Q (9 months)			
	# of Titles			Unit Sales (thousand)
	Total	A	B	
Wii	36	27	9	3,765
PSP	34	21	13	3,351
NDS	40	14	26	3,083
PS3	19	14	5	2,015
PS2	18	14	4	1,798
XB360	18	13	5	1,256
Others	1	0	1	49
Total	166	103	63	15,317

A: # of localized versions

B: After elimination of localized versions

3) Mobile Contents

【Number of Subscribers】

As of December 30, 2009

(thousand)

	Game	Character	Sound	Other	TOTAL
NAMCO BANDAI Games	2,810	830	200	120	3,960
D3 Publisher	20	10	—	20	50
Total	2,830	840	200	140	4,010

Visual and Music Content Business

【Net sales breakdown and percentage by type of business】

(billion yen)

	Visual Package	Production, License	Total
FY2010.3 3Q (9 months)	15.8 72.1%	6.1 27.9%	21.9 —
FY2009.3 3Q (9 months)	16.2 68.4%	7.5 31.6%	23.7 —

Amusement Facility Business

【Number of facilities】

	Japan						U.S.						Europe					
	FY2009.3			FY2010.3			FY2009.3			FY2010.3			FY2009.3			FY2010.3		
	Results			Results			Results			Results			Results			Results		
	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY
Start of terms	293	293	293	* 238	* 238	* 238	88	88	88	58	58	58	13	13	13	12	12	12
Openings	7	10	10	2	3	3	0	0	0	0	0	0	0	0	0	1	1	2
Closures	38	45	63	11	16	19	20	26	30	12	17	22	0	0	1	0	0	0
Increase/Decrease	-31	-35	-53	-9	-13	-16	-20	-26	-30	-12	-17	-22	0	0	-1	1	1	2
End of terms	262	258	240	229	225	222	68	62	58	46	41	36	13	13	12	13	13	14
Revenue Share	33	30	23	19	21	21	1,409	1,161	1,088	892	865	856	1	2	2	2	2	2
Theme Park	4	4	4	4	4	2	0	0	0	0	0	0	0	0	0	0	0	0
Spa	3	3	3	3	3	3	0	0	0	0	0	0	0	0	0	0	0	0
Total	302	295	270	255	253	248	1,477	1,223	1,146	938	906	892	14	15	14	15	15	16

	Asia						Total					
	FY2009.3			FY2010.3			FY2009.3			FY2010.3		
	Results			Results			Results			Results		
	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY	2Q(6mo.)	3Q(9mo.)	FY
Start of terms	14	14	14	12	12	12	408	408	408	320	320	320
Openings	0	0	0	0	0	0	7	10	10	3	4	5
Closures	1	2	2	2	2	2	59	73	96	25	35	43
Increase/Decrease	-1	-2	-2	-2	-2	-2	-52	-63	-86	-22	-31	-38
End of terms	13	12	12	10	10	10	356	345	322	298	289	282
Revenue Share	16	16	16	16	16	16	1,459	1,209	1,129	929	904	895
Theme Park	0	0	0	0	0	0	4	4	4	4	4	2
Spa	0	0	0	0	0	0	3	3	3	3	3	3
Total	29	28	28	26	26	26	1,822	1,561	1,458	1,234	1,200	1,182

* Due to the group reorganization, "Kaikaya" (2 stores) have been included in the Other Business Segment from FY2010.3.

【Same store sales year on year】

		Apr.	May	Jun.	1Q (3mo.)	Jul.	Aug.	Sep.	2Q (3mo.)	2Q (6mo.)	Oct.	Nov.	Dec.	3Q (3mo.)	3Q (9mo.)
Japan	FY2010.3	87.9%	93.4%	86.1%	89.3%	96.2%	85.4%	90.5%	90.1%	89.7%	92.9%	87.1%	94.1%	91.4%	90.3%
	FY2009.3	83.8%	89.5%	86.8%	86.7%	85.6%	94.3%	81.1%	87.6%	87.2%	86.2%	94.3%	83.7%	87.7%	87.4%

		Jan.	Feb.	Mar.	1Q (3mo.)	Apr.	May	Jun.	2Q (3mo.)	2Q (6mo.)	Jul.	Aug.	Sep.	3Q (3mo.)	3Q (9mo.)
U.S.	FY2010.3	83.6%	86.2%	85.6%	85.0%	89.4%	83.8%	87.6%	86.0%	86.0%	85.9%	88.5%	94.5%	88.7%	86.8%
	FY2009.3	90.3%	89.8%	88.8%	89.7%	85.0%	89.4%	83.9%	85.9%	88.0%	80.1%	80.5%	80.6%	80.5%	85.8%