

Fiscal Year Ending March 2007 3rd Quarter Results

February 7th, 2007
SEGA SAMMY HOLDINGS INC.

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These contents involve risk and uncertainty and the actual results may differ materially from these contents/comments.

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Highlights

■ Revenue and Profits

Net Sales : 404.2 Billion Yen, Operating Income : 75.1 Billion Yen

■ Strong Pachislot Sales, Solid results in Amusement Machines

Pachinko Pachislot: Pachislot remains strong, Pachinko fails to meet plans

AM Machines: Domestic sales solid, overseas below plan

AM Facilities: Same stores below prior year, Kids Cards below plan

Consumer: Solid Christmas season sales

■ Corporate Action

- Formation of a strategic alliance with Sanrio (December 25th, 2006)

Condensed Consolidated Income Statement

(JPY Billions)	FY 2006		FY 2007			
	3Q Results	FY Results	3Q Results		FY Plan	
				Versus Prior Period		Versus Prior Period
Net Revenue	420.8	553.2	404.2	-3.9%	580.0	+4.8%
Operating Income	101.2	119.1	75.1	-25.7%	97.5	-18.1%
Ordinary Income	101.1	119.5	77.4	-23.4%	100.0	-16.3%
Net Income	63.4	66.2	49.3	-22.2%	60.0	-9.3%

FY 2007 EPS through 3rd Quarter: 195.78 Yen

Segment Information

(JPY Billions)		FY 2006		FY 2007			
		3Q Results	FY Results	3Q Results		FY Plan	
					Versus Prior Period		Versus Prior Period
Net Sales		420.8	553.2	404.2	-3.9%	580.0	+4.8%
Break-down	Pachinko Pachislot	212.0	265.6	177.7	-16.2%	226.0	-14.9%
	Amusement Machines	54.1	71.5	52.2	-3.5%	84.0	+17.4%
	Amusement Facilities	77.8	106.2	78.4	+0.7%	125.0	+17.7%
	Consumer	61.9	90.3	82.2	+32.8%	123.0	+36.2%
	Other	14.7	19.4	13.5	-8.3%	22.0	+13.4%
Operating Income		101.2	119.1	75.1	-25.7%	97.5	-18.1%
Break-down	Pachinko Pachislot	82.6	99.8	69.6	-15.7%	78.5	-21.3%
	Amusement Machines	10.5	12.1	9.3	-11.4%	12.5	+3.3%
	Amusement Facilities	8.0	9.2	2.4	-69.1%	12.0	+30.4%
	Consumer	2.2	1.9	-0.7	-	2.5	+31.5%
	Other	-0.8	-1.7	-0.5	-	0.0	-
	Eliminations	-1.4	-2.3	-5.0	-	-8.0	-

Consolidated Balance Sheet

(JPY Billions)

Assets				Liabilities			
Account	Prior ¹	Current ²	Change	Account	Prior ¹	Current ²	Change
Cash and Equivalents	144.5	123.9	-20.5	Payables	62.1	65.2	3.0
Receivables	96.7	87.6	-9.0	Short Term Loans	8.3	7.5	-0.8
Marketable Securities	19.4	18.9	-0.5	Other	66.8	51.4	-15.3
Inventories	32.2	38.5	6.3	Total Current Liabilities	137.3	124.2	-13.1
Other	38.3	42.9	4.5	Debt/Long Term Loans	29.2	25.6	-3.5
Total Current Assets	331.3	312.1	-19.2	Other	20.3	20.3	-
Tangible Fixed Assets	82.6	92.6	9.9	Total Long Term Liabilities	49.5	46.0	-3.5
Intangible Fixed Assets	16.7	29.9	13.2	Total Liabilities	186.9	170.2	-16.6
Investment Securities	59.9	65.9	6.0	Shareholder's Equity	321.1	354.5	33.3
Other	32.2	37.4	5.1	Valuation and Translation Adjustments	-4.5	-8.7	-4.1
				Share Purchase Rights	-	0.2	0.2
				Minority Interest	19.3	21.7	2.3
Total Fixed Assets	191.5	225.9	34.3	Net Assets	335.9	367.7	31.7
Total Assets	522.9	538.0	15.1	Total Net Assets and Liabilities	522.9	538.0	15.1

Equity Ratio as of 3Q End:
64.3%

¹Prior refers to balances as of March 31st, 2006

²Current refers to balances as of December 31st, 2006

Segment Results : Pachinko Pachislot

3rd Quarter Results: Pachislot

- "Spiderman 2" sales of about 28k (38k shipped through 4Q)
⇒ Top class results among new reg machines
- Rising level of Reg 5 utilization and installations
- Old regulation machine Hokuto no Ken SE totals 340k units

3rd Quarter Results: Pachinko




- 「CR Salaryman Kintaro」 exceeds sales expectations at 28k units
- All other titles have underperformed below expectation
- Revamping development process and introducing outside evaluation into the process
⇒ Expect an increase in quality going forward

Pachislot Results



3Q Results

JPY Billions	FY 2006		FY 2007			
	3Q Results	FY Results	3Q Results		Full Year Plan	
				Versus Prior Period		Versus Prior Period
Net Sales	212.0	265.6	177.7	-16.2%	226.0	-14.9%
Pachislot	144.2	189.4	145.3	0.8%	157.5	-16.8%
Pachinko/Jankyu	60.0	67.0	25.0	-58.3%	59.0	-11.9%
Peripherals and Other	7.8	9.2	7.4	-5.1%	9.5	+3.2%
Operating Profit	82.6	99.8	69.6	-15.7%	78.5	-21.3%
Operating Margin	38.9%	37.5%	39.1%	+0.2 Points	34.7%	-2.8 Points

Sales Breakdown

Brand	FY 2006		FY 2007	
	3Q Results	FY Results	3Q Results	FY Plan
 Sammy	4 Titles	6 Titles	3 Titles	5 Titles
	280,571 Units	312,865 Units	380,870 Units	415,000 Units
 RODEO	1 Title	4 Titles	2 Titles	5 Titles
	52,778 Units	159,123 Units	29,590 Units	69,000 Units
 GINZA	-	-	-	1 Title
	-	-	-	10,000 Units
Unit Supply	4 Titles	4 Titles	5 Titles	9 Titles
	132,105 Units	135,118 Units	22,131 Units	30,000 Units
Total	9 Titles	14 Titles	10 Titles	20 Titles
	465,454 Units	607,106 Units	432,591 Units	524,000 Units

Top Sellers

Brand	Title	3Q Accumulated Sales Results	Installed From
 Sammy	Hokuto no Ken SE	340,628	July
	Spiderman 2	28,167	October
 RODEO	Ore no Sora	25,048	Prior FY
	Dokaben	4,538	December
Unit Supply	Kaido Ou (Aristocrat) Taiho Shichauzo (IGT) and others	22,131	-

* Number of titles refers to new machines starting sales in the referenced period.
Exception: Rodeo title Ore no Sora has been included as a title despite beginning sales in the 4th quarter of the prior fiscal year



* Unit Supply includes supply of parts to partner brands such as Aristocrat and IGT

Pachinko Results



3Q Results

JPY Billions	FY 2006		FY 2007			
	3Q Results	FY Results	3Q Results		Full Year Plan	
				Versus Prior Period		Versus Prior Period
Net Sales	212.0	265.6	177.7	-16.2%	226.0	-14.9%
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Operating Profit	82.6	99.8	69.6	-15.7%	78.5	-21.3%
Operating Margin	38.9%	37.5%	39.1%	+0.2 Points	34.7%	-2.8 Points

Sales Breakdown

Brand	FY 2006		FY 2007	
	3Q Results	FY Results	3Q Results	FY Plan
 Sammy	6 Titles	8 Titles	8 Titles	(*)12Titles
	259,272Units	288,895Units	99,275Units	234,000Units
 GINZA	-	-	3 Titles	5Titles
	-	-	19,588 Units	67,000Units
Total	6 Titles	8 Titles	11 Titles	17Titles
	259,272Units	288,895Units	118,863 Units	301,000 Units

Top Sellers

Brand	Title	3Q Accumulated Sales Results	Installed From
 Sammy	CR Salaryman Kintaro	28,124	November
	CR Hokuto no Ken STV	23,211	July
	CR Freddy vs Jason	19,896	May
 GINZA	CR Mangetsu no Yoru ni Shotenshitai	12,439	June

(*)1 title of Jankyu is assumed within the Sammy Brand

(*) Number of titles refers to new machines starting sales in the referenced period.

Segment Results : Amusement Machines

3Q Results

- Domestic sales remain firm
 - “Sangokushi Taisen 2”
 - “Amigyo”
 - “Revolution” Series

- New Title “Let’s go JUNGLE!” experiences strong sales

- Overseas sales underperform plan

Segment Results : Amusement Machines

3Q Results

JPY Billions	FY 2006		FY 2007			
	3Q Results	FY Results	3Q Results		Full Year Plan	
				Versus Prior Period		Versus Prior Period
Net Sales	54.1	71.5	52.2	-3.5%	84.0	+17.4%
Domestic	/	63.3	46.8	-	69.5	+9.7%
Overseas		8.1	5.4	-	14.5	+79.0%
Operating Profit	10.5	12.1	9.3	-11.4%	12.5	+3.3%
Operating Margin	19.4%	17.0%	17.8%	-1.6 Points	14.8%	-2.1 Points

Main Titles

Key 3Q Titles	Results
Sangokushi Taisen 2	Cards: 50,521 Cartons
Star Horse 2 Second Fusion	Body: 10 Units Body CVT Kit*: 641 Units Satellite: 120 Units Satellite CVT Kit*: 7,464 Units
Amigyo	Body : 620 Units
Let's Go JUNGLE!	Body : 675 Units

*CVT Kit is an upgrade kit

Segment Results : Amusement Facilities

3Q Results : Facility Operations

■ 3Q Same store sales comps negative

⇒ YTD same store sales comps -1.9%

■ Total revenue rises as a result of consolidation of TMS Entertainment from 2006 2H.

(*TMS Facilities: 26 (as of 12/2206)

3Q Results : Kids Cards

■ Kids card sales fall below plan

<Fiscal YTD (April~December 2006) Card Sales>

Mushiking : 63 Million

Love and Berry : 102 Million

Dinosaur King : 19 Million

3Q Results

Segment Results : Amusement Facilities

JPY Billions	FY 2006		FY 2007			
	3Q Results	FY Results	3Q Results		Full Year Plan	
				Versus Prior Period		Versus Prior Period
Net Sales	77.8	106.2	78.4	+0.7%	125.0	+17.7%
Overseas Facilities		6.1	6.8	-	8.7	+42.6%
Operating Income	8.0	9.2	2.4	-69.1%	12.0	+30.4%
Operating Margin	10.2%	8.7%	3.0%	-7.2 Points	9.6%	+1.0 Point
AM Facilities Depreciation	11.6	17.1	129	+10.9%	18.5	+8.1%
AM Facilities Capex	16.6	25.3	161	-3.1%	19.5	-22.9%
Sega Same Store Sales Comps(*)	-	+3.3%	-1.9%	-	+3.4%	+0.1 Point
	(+4.2%)	(+9.3%)	(-0.6%)	(-10.2 Points)	-	-

(*)Upper same store sales numbers refer to Fiscal YTD, and lower numbers refer to the most recent quarter in the period.

		FY 2006		FY 2007				
		3Q Results	FY Results	3Q Results		Full Year Plan		
					Versus Prior Period		Versus Prior Period	
Facility Details	Opened	14	14	17	-	23	-	
	Closed	48	52	16	-	14	-	
	Facilities At Period End	472	462	463	+1 Facility	471	+9 Facilities	
Kids Cards	Mushi King	Installed Units	11,200 Units	13,400 Units	12,100 Units	-1,300 Units	13,400 Units	±0 units
		Accumulated Card Sales	317 Million	350 Million	413 Million	+63 Million	478 Million	+128 Million
	Love and Berry	Installed Units	6,700 Units	7,600 Units	10,300 Units	+2,700 Units	10,800 Units	+3,200 Units
		Accumulated Card Sales	91 Million	133 Million	235 Million	+102 Million	316 Million	+183 Million
	Dinosaur King	Installed Units	4,650 Units	6,000 Units	7,000 Units	+1,000 Units	7,200 Units	+1,200 Units
		Accumulated Card Sales	20 Million	32 Million	51 Million	+19 Million	70 Million	+38 Million

Segment Results : Consumer

3Q Results : Entertainment Software

■ Solid Christmas Season

Domestic : “LOVE AND BERRY Dress up and Dance! ~DS Collection~” (NDS)

1.12 million Units

Ryuga Gotoku 2 (PS2) 550k Units

North America : Sonic the Hedgehog (PS3, XBOX360),

Super Monkey Ball Banana Blitz (Wii)

Catalogue* titles performed well

3Q Results : Network/Others

■ Network business and various related services delayed

■ Toy development subsidiary Sega Toys below plan

■ Mobile content and animation businesses firm

(*) Catalogue refers to sales of titles initially brought to market in prior periods

Segment Results : Consumer

3Q Results

JPY Billions		FY 2006		FY 2007			
		3Q Results	FY Results	3Q Results		Full Year Plan	
					Versus Prior Period		Versus Prior Period
Net Sales		61.9	90.3	82.2	+32.8%	123.0	+36.2%
Entertainment Software		36.5	56.2	51.3	+40.5%	77.9	+38.6%
Network/Other		25.4	34.1	30.9	+21.6%	45.1	+32.2%
Operating Income		2.2	1.9	-0.7	-	2.5	+31.5%
Operating Margin		3.5%	2.1%	-	-	2.0%	-0.1 Point
R&D Costs (Consumer only)		11.9	17.8	20.8	+75.4%	26.4	+48.3%
Entertainment Software	Titles	77	122	101	+24 Titles	138	+16 Titles
	Units (Millions)	11.47	16.40	14.69	+3.22	22.14	+5.74 Million

Segment Results : Consumer

3Q Results

Sales Region		FY 2006 3Q		FY 2007 3Q	
		Titles	Units (k's)	Titles	Units (k's)
Break Out	Japan	33	3,190	44	4,470
	US	21	3,950	27	5,690
	Europe	23	4,330	30	4,530
Total		77	11,470	101	14,690

Platform		FY 2006 3Q		FY 2006 3Q	
		Titles	Units (k's)	Titles	Units (k's)
Break out	PS2	28	3,780	26	2,370
	GC	8	1,100	2	150
	Xbox	11	1,110	1	10
	PS3	-	-	3	180
	Wii	-	-	4	580
	XBOX360	Including XBOX		13	1,330
	NDS	9	870	11	1,830
	PSP	7	930	21	1,340
	GBA	5	850	3	270
	PC	9	1,110	17	1,910
	Catalogue	-	1,720	-	4,720
Total		77	11,470	101	14,690

Region	Platform	3Q Main Titles	Units (k's)
Japan	NDS	LOVE AND BERRY Dress up and Dance! ~DS Collection~	1,120
	PS2	Ryu ga Gotoku 2	550
	PS2	<PlayStation 2 the Best> Ryu ga Gotoku	370
	PS2/PSP/NDS	Jissen Pachislo Hishoho ! Hokuto no Ken SE	330
	PS2/X360/PC	PHANTASY STAR UNIVERSE	270
North America	PS2/XB/GC/PC	Sonic Riders	420
	PS2/XB/GC	Sonic Mega Collection/Plus	410
	Wii	Super Monkey Ball Banana Blitz	350
	PS2/XB/GC	Shadow The Hedgehog	350
	X360	Sonic The Hedgehog	340
Europe	PC/X360/PSP	Football Manager 2007	770
	PC	Medieval II : Total War	550
	PC/X360/PSP	Football Manager 2006	260
	NDS	Sonic Rush	250
	X360	Sonic The Hedgehog	210

Listed Subsidiaries



Results of Listed Subsidiaries (1)

Sammy NetWorks

JPY Billions	Fiscal Year Ended March 2006		Fiscal Year Ending March 2007	
	3Q	FY	3Q	FY Plan
Net Sales	6.04	8.27	7.07	10.10
Operating Profit	1.53	2.16	1.79	2.55
Operating Margin	25.3%	26.1%	25.3%	25.2%

Sammy Networks

- Main cell phone site “Sammy 777 Town” enhanced with increased content and the latest applications
- Introduced Pachinko to the PC site 777Town.net. Also began charging for specific items
- “muPass” sales of a chip loaded printer by Seiko Epson began in the second half
- In China, in an environment where regulations continue to tighten, we are redesigning our profit scheme to respond to adherence to the regulations



※Consolidated reporting began in this fiscal year, but for ease of comparison and because impact is limited, non-consolidated numbers are presented

JPY Billions	Fiscal Year Ended March 2006		Fiscal Year Ending March 2007	
	3Q	FY	3Q	FY Plan
Net Sales	11.92	14.40	12.50	14.60
Operating Profit	1.21	1.05	0.60	0.30
Operating Margin	10.1%	7.2%	4.8%	2.0%

Sega Toys

- Net sales rise, but profit decreases: full year revised downward
 - Beena in the edutainment division continues to see strength
 - Overseas sales continue to be strong - idog
 - Homestar and the family entertainment division strong
 - “Grand Pianist” product introduced
 - ⇒ Makes big splash in newspaper and television media
 - Girls and boys character related products weak. Well short of plan
 - Content licensing business steady
 - For the full year an increase of inventory disposal leads to decreased profits

Results of Listed Subsidiaries (2)



JPY Billions	Fiscal Year Ended March 2006		Fiscal Year Ending March 2007	
	3Q	FY	3Q	FY Plan
Net Sales	11.28	16.15	9.74	15.89
Operating Profit	1.14	1.68	0.69	1.79
Operating Margin	10.1%	10.4%	7.0%	11.2%

TMS Entertainment

- Decrease in sales and profits
- Animation business
 - Less income from production of animation
 - Secure profits with strong video and TV results
- Amusement business
 - Strong competition leads to falling sales
 - With increased costs of opening stores and acquiring equipment profits fall



JPY Billions	Fiscal Year Ended March 2006		Fiscal Year Ending March 2007	
	3Q	FY	3Q	FY Plan
Net Sales	12.13	16.22	11.27	16.46
Operating Profit	-0.32	-0.43	-0.41	-0.29
Operating Margin	-	-	-	-%

Nissho Interlife

- Specialized Construction
 - Increased building of shopping centers leads to increased demand
 - Net sales and operating income stable
- Comprehensive Construction
 - Reduced sales due to increased order competition
 - Gross margin below plan
 - Operational improvement to reduce operating losses



Appendix



Company Profile

Company Name	Sega Sammy Holdings, Inc.
Head Office	Shiodome Sumitomo Building, 1-9-2 Higashi Shimbashi, Minato-ku, Tokyo 105-0021, Japan
Established	October 1, 2004
Capital	29.9billion
Number of Shares Outstanding	283,229,476 shares

Major Shareholders		Equity Shares	%(Voting)
1	Hajime Satomi	43,569,338	17.47%
2	Sega Sammy Holdings	31,265,871	-
3	The Chase Manhattan Bank, N.A. London	20,548,836	8.24%
4	FSC Co., Ltd.	14,172,840	5.68%
5	State Street Bank and Trust Company	11,041,165	4.42%
6	Japan Trustee Services Bank, Ltd. (As Trustee)	9,526,900	3.82%
7	The Master Trust Bank of Japan, Ltd. (As Trustee)	8,665,200	3.47%
8	State Street Bank and Trust Company 505103	5,803,812	2.32%
9	The Chase Manhattan Bank, N.A. London Omnibus Account	3,802,247	1.52%
10	Mellon Bank, N.A> as agent for its client. Mellon Omnibus US Pension	3,205,298	1.28%





Shareholder Data		
Type	% of Shares	% by numbers of Shareholders
Financial Institutions	13.3%	0.13%
Securities Companies	2.47%	0.08%
Other Companies	6.93%	0.85%
Foreign Institutions and Individuals	35.11%	0.52%
Japanese Individuals and Other	31.16%	98.43%
Treasury stock	11.04%	0.00%

Number of Shareholders

96,650

Data as of September 30th 2006

Company Profile (Subsidiaries)

Subsidiary	Listed on:	Main operations	Shares held by the Company (Percentage of voting rights)
Sammy NetWorks Co., Ltd. 	TSE Mothers Securities code: 3745	<u>< Consumer ></u> Distribution of music related content and game related content through mobile phones and the Internet.	24,804 shares (56.3%)
SEGA TOYS, LTD. 	JASDAQ Securities code: 7842	<u>< Consumer ></u> Design, development and sales of toys	11,250,000 shares (52.6%)
TMS Entertainment Ltd. 	NSE 2 nd Section Securities code: 3585	<u>< Consumer • Amusement Facilities ></u> Planning, production, sales and export of animation films, and amusement businesses	22,519,000 shares (53.1%)
NISSHO INTER LIFE CO., LTD. 	JASDAQ Securities code: 1986	<u>< Other ></u> Planning, design, management and construction of displays and commercial facilities	7,714,400 shares (51.3%)

(As of March 31, 2006)

Costs and Expenses

JPY Billions	FY 2005	FY 2006		FY 2007	
	FY Results	3Q Results	FY Results	3Q Results	FY Plan
R&D Costs	41.5	24.5	36.3	39.9	50.9
Capital Expenditures	32.4	22.9	37.6	31.9	36.9
Depreciation	17.7	13.7	21.8	19.5	25.6
Sales and Marketing	11.8	13.9	18.9	16.4	25.3

Pachinko/Pachislot Market Data

Number of pachinko halls

(Number of pachinko halls with pachinko machines installed includes facilities that combine installations of pachinko machines and pachislot machines.)

	2000	2001	2002	2003	2004	2005
Number of pachinko halls with pachinko machines installed	16,021	15,691	15,255	14,695	13,844	12,913
Number of pachinko halls with pachislot machines installed	967	1,110	1,249	1,381	1,773	2,252
Total	16,988	16,801	16,504	16,076	15,617	15,165

Numbers of pachinko/pachislot machines sold and installed/Market size

		2000	2001	2002	2003	2004	2005
Pachinko	Units sold	3,368,839	3,230,489	3,174,079	3,686,677	4,012,901	4,047,427
	Units installed	3,431,130	3,326,583	3,252,241	3,227,239	3,077,537	2,960,939
	Market size (millions of yen)	568,362	569,129	561,506	672,055	786,413	867,209
Pachislot	Units sold	1,134,341	1,290,719	1,501,894	1,842,392	1,675,049	1,804,292
	Units installed	1,323,729	1,459,233	1,606,123	1,660,839	1,887,239	1,936,476
	Market size (millions of yen)	314,599	351,344	396,566	526,354	524,882	543,049

Source: National Police Agency (numbers of halls and machines installed) and Yano Research Institute Ltd. (machine sales and market size)

Pachinko/Pachislot Sales Share

Share of Annual Pachislot Machine Sales												
Rank	2002			2003			2004			2005		
	Manufacturer	Share	Units sold	Manufacturer	Share	Units sold	Manufacturer	Share	Units sold	Manufacturer	Share	Units sold
1	Sammy	31.1	466,501	Sammy	32.1	591,754	Sammy	40.4	676,933	Sammy	33.6	607,106
2	Yamasa	20.0	300,000	Olympia	18.5	340,000	Olympia	16.4	275,000	Daito Giken	13.1	236,000
3	Aruze	19.7	296,481	Aruze	13.6	250,559	Yamasa	9.0	150,000	Olympia	10.4	187,000
4	Olympia	11.7	175,000	Yamasa	11.9	220,000	Daito Giken	7.9	132,000	Yamasa	8.3	150,000
5	Pioneer	3.7	55,000	Daito Giken	4.9	90,000	Aruze	4.6	77,881	SANKYO	6.2	111,659

Share of Annual Pachinko Machine Sales												
Rank	2002			2003			2004			2005		
	Manufacturer	Share	Units sold	Manufacturer	Share	Units sold	Manufacturer	Share	Units sold	Manufacturer	Share	Units sold
1	Sanyo Bussan	16.4	520,000	Sanyo Bussan	25.2	930,000	Sanyo Bussan	22.9	920,000	Sanyo Bussan	24.7	1,000,000
2	SANKYO	14.8	469,178	SANKYO	16.4	605,589	SANKYO	21.2	849,911	SANKYO	18.3	740,320
3	Heiwa	10.0	318,808	Daiichi	9.5	350,546	Heiwa	8.7	350,184	Kyoraku	9.6	390,000
4	Kyoraku	8.1	257,000	Heiwa	7.1	260,894	Daiichi	7.7	308,173	Newgin	7.9	320,000
5	Daiichi	7.9	250,834	Sammy	6.7	248,533	Newgin	6.9	278,000	Sammy	7.1	288,895
	Sammy	2.6	82,025				Sammy	5.8	233,049			

Source: Yano Research Institute Ltd.

Amusement & Game Machines Market Data

AM machines net sales, operations net sales and home videogame related market (hardware & software) (Millions of yen)

		FY2001	FY2002	FY2003	FY2004	FY2005
AM machines net sales		140,802	154,528	177,889	180,550	199,227
AM facilities operations net sales		590,294	605,521	637,744	649,223	682,458
Number of amusement centers		12,742 centers	11,499 centers	10,759 centers	10,109 centers	9,515 centers
Number of game machine units installed		456,327 units	439,937 units	428,358 units	438,986 units	445,025 units
Number of game machine units installed per center		35.8 units	38.3 units	39.8 units	43.4 units	46.8 units
Home videogame	Hardware net sales	998,144	790,767	631,481	425,143	862,163
	Software net sales	504,233	475,875	437,975	494,840	502,579

Source: JAMMA, AOU and NSA (net sales figures), and National Police Agency
(Figures other than net sales are on a calendar year basis)



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