



# Supplemental Data for Consolidated Financial Results for 1<sup>st</sup> Quarter of Fiscal Year Ending March 2008 (FY07)

**Faith, Inc.**  
August 10, 2007



Mobile



Game



Internet



Computer



Technology

1

## Notice

This document and its supporting documents contain projections of our company's future performance.

These are estimates by the management of Faith based on currently available information. There are potential risks and uncertainties that may affect the results. Please be advised that actual performance may differ significantly from the forecast.



Mobile



Game



Internet



Computer



Technology

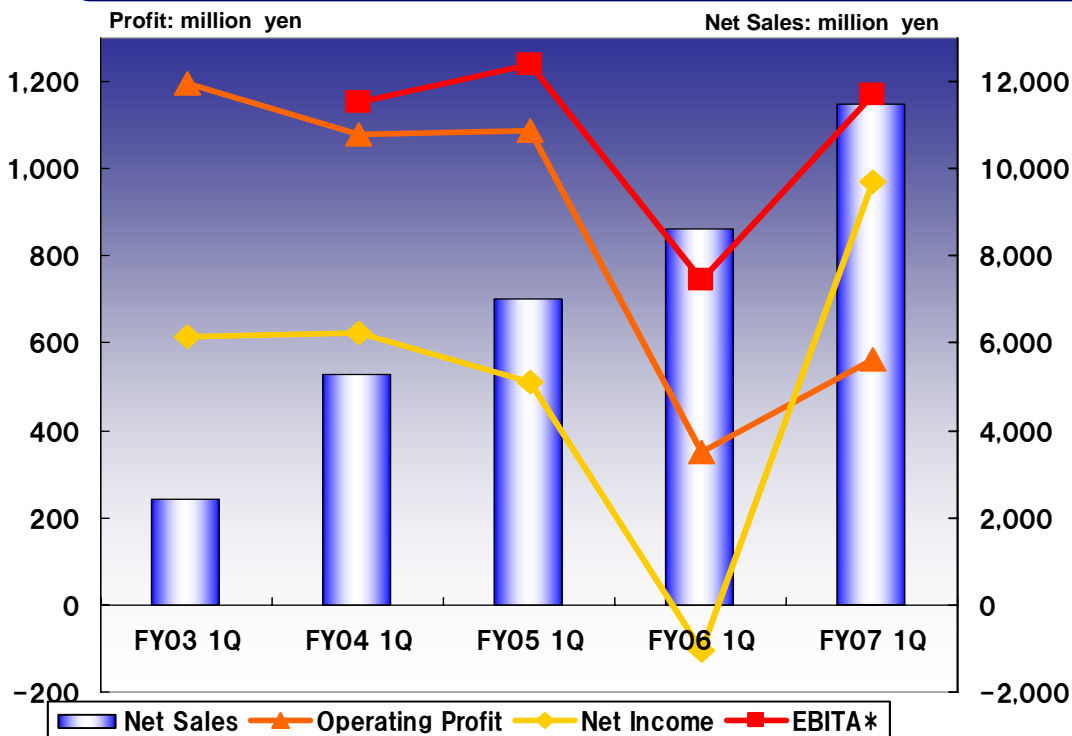
2

# Highlights of Consolidated Financial Result

Achieved continued high growth in net sales through expansion of domestic contents business running by group companies and electronic payment business. The all index shows profit increase as a result of realignment of overseas businesses.



- Mobile
- Game
- Internet
- Computer
- Technology

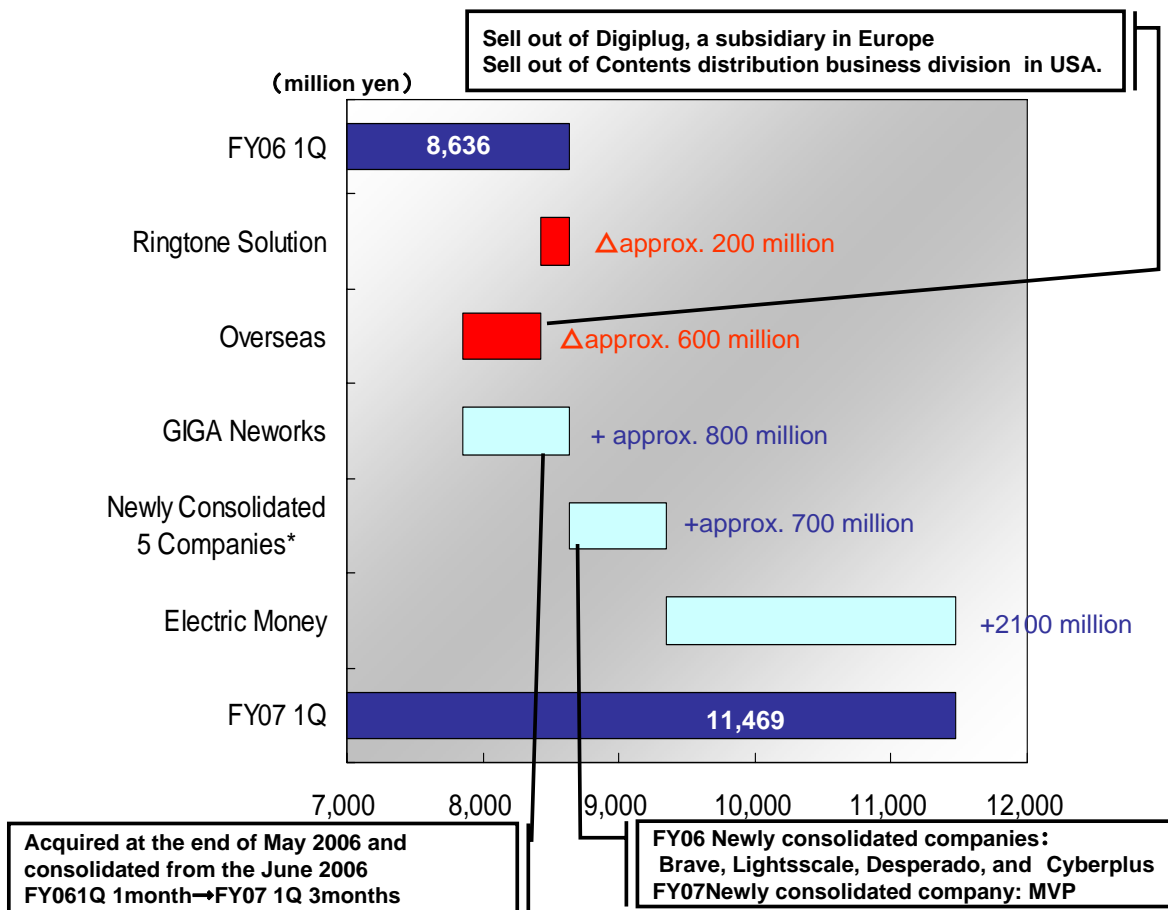


\* EBITA(Operating profit before amortization of goodwill) = Operating Profit + Amortization of goodwill

## FY07 1Q Consolidated Net Sales (year-on-year basis)



- Mobile
- Game
- Internet
- Computer
- Technology



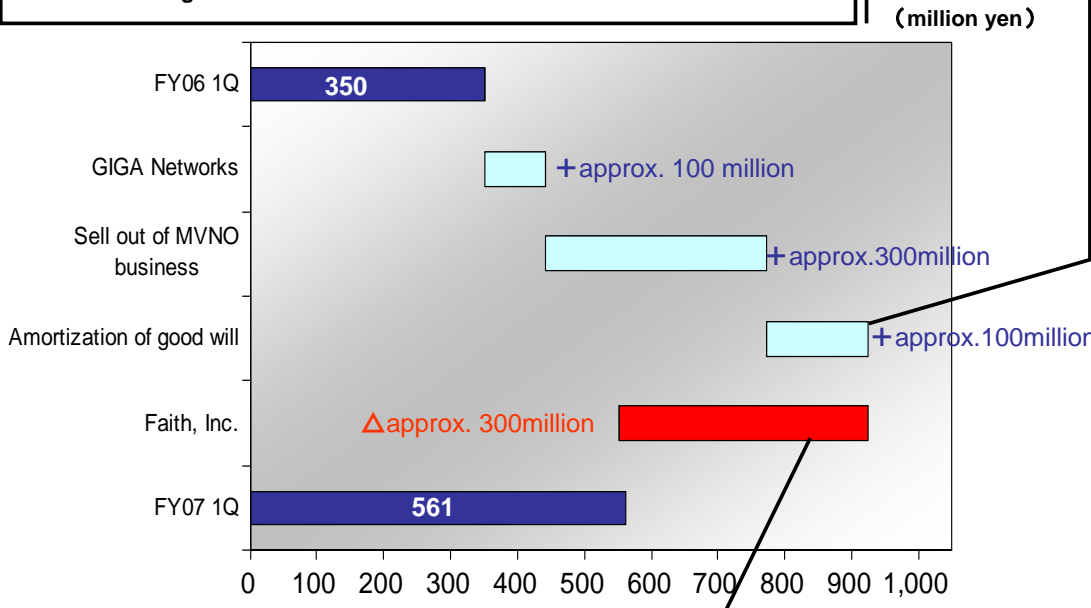
Acquired at the end of May 2006 and consolidated from the June 2006  
FY061Q 1month→FY07 1Q 3months

FY06 Newly consolidated companies: Brave, Lightsscale, Desperado, and Cyberplus  
FY07 Newly consolidated company: MVP

# FY07 1Q Operating Income (year-on-year basis)



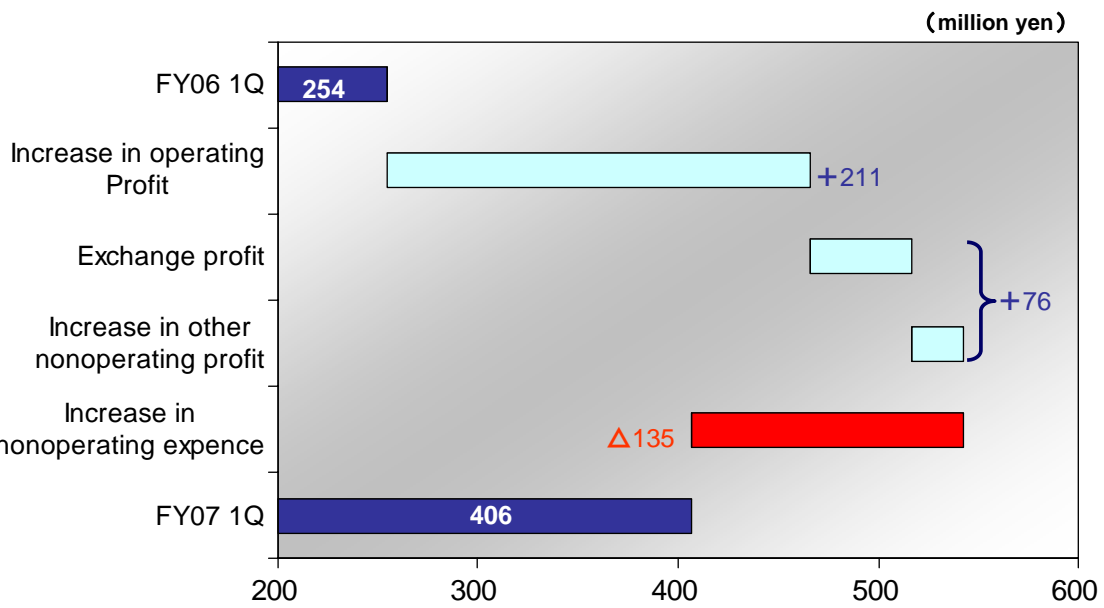
**FY06 1Q Amortization of goodwill: Take Net 132 and Goody Point 19**  
 Due to accelerated amortization of goodwill in the previous year, there are no amortization of good will for FY07 1Q.



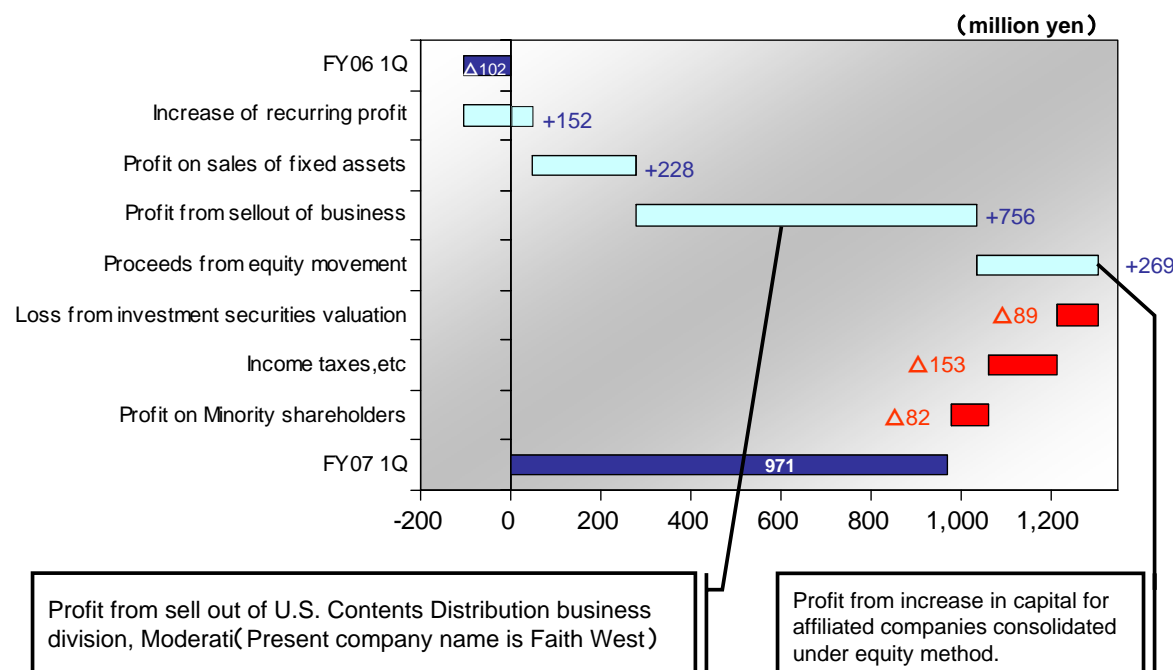
•Decrease in profit of ringtone solution :200 million yen  
 •Cost for reinforcement of corporate infrastructure to built up Group Management.



# FY07 1Q Recurring Profit (year-on-year basis)



# FY07 1Q Net income (year-on-year basis)



# FY07 1Q Consolidated Financial Results (year-on-year basis)



	FY06 1Q	Year-on-year change (Amount)	Year-on-year change (%)	FY07 1Q	Year-on-year change (Amount)	Year-on-year change (%)	Year-on-year change (cause)	FY07 Plan	Progress ratio
<b>Net Sales</b>	<b>8,636</b>	<b>1,629</b>	<b>23.3%</b>	<b>11,469</b>	<b>2,833</b>	<b>32.8%</b>		<b>50,000</b>	<b>22.9%</b>
Content	3,506	228	7.0%	4,165	659	18.8%	Full contribution of GIGA Networks for 3 months (the year-earlier period for 1 month) +800 million yen Contribution of new consolidated 5 companies +700 million yen Decreased receipts in non-consolidated ringtone distribution solutions ▲200 million yen Overseas ▲600 million yen (Decreased receipts due to reorganization etc...)	17,400	23.9%
Electric Payment	4,747	1,026	27.6%	6,882	2,135	45.0%	Continuous high increase of clearance for on-line game etc...	30,900	22.3%
MVNO	-	-	-	-	-	-		-	-
<b>Operating Profit</b>	<b>350</b>	<b>▲736</b>	<b>-67.8%</b>	<b>561</b>	<b>211</b>	<b>60.3%</b>		<b>2,100</b>	<b>26.7%</b>
Content	650	▲442	-40.4%	389	▲261	-40.2%	Decreased receipts in non-consolidated ringtone distribution solutions ▲200 million yen Expenditure for up-front investment for new market development	1,400	27.8%
Electric Payment	109	120	-	151	42	38.1%	Effects of increased revenue	600	25.2%
MVNO	▲361	-	-	-	-	-		-	-
<b>Recurring profit</b>	<b>254</b>	<b>▲891</b>	<b>-77.8%</b>	<b>406</b>	<b>152</b>	<b>59.9%</b>		<b>1,700</b>	<b>23.9%</b>
<b>Net Income</b>	<b>▲102</b>	<b>▲651</b>	<b>-</b>	<b>971</b>	<b>1,073</b>	<b>-</b>		<b>1,300</b>	<b>74.7%</b>



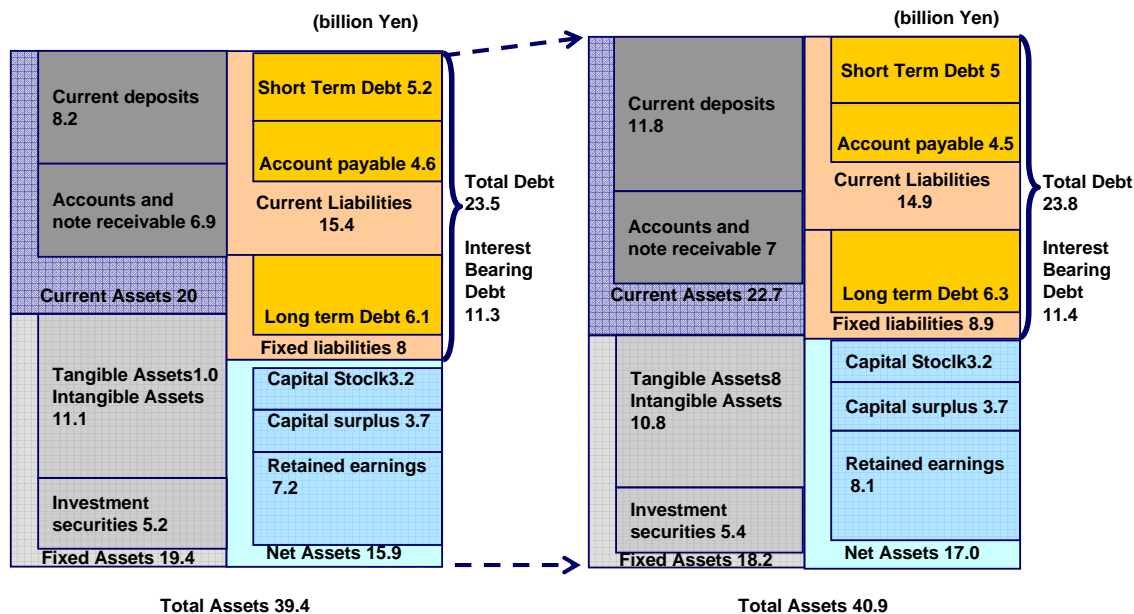
# Consolidated Balance Sheet (Compared to the end of FY06)



Cash & Cash equivalent increased 3.6 billion yen  
and changed into net cash position(  $\Delta 3.1 \rightarrow +0.4$  billion yen)  
Shareholders' equity ratio improved by 1.0points( 38.6%  $\rightarrow$  39.6% )

End of March 2007

End of June 2007



Mobile



Game



Internet



Computer



Technology

9

## Appendix



Mobile



Game



Internet



Computer



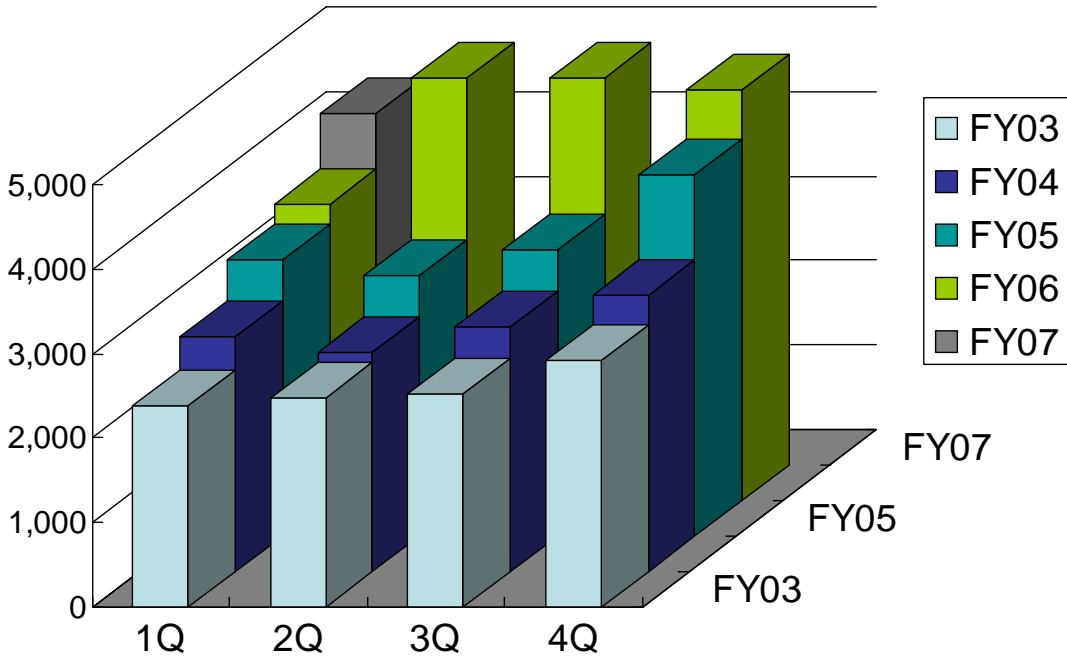
Technology

10

# Quarterly Net Sales for the Contents Business



Net Sales : million yen



Note: Quarterly estimates manage and disclose only accumulative figures. To ensure trend understanding, graphs show the differences in accumulative figures of 2Q, 3Q, and 4Q.

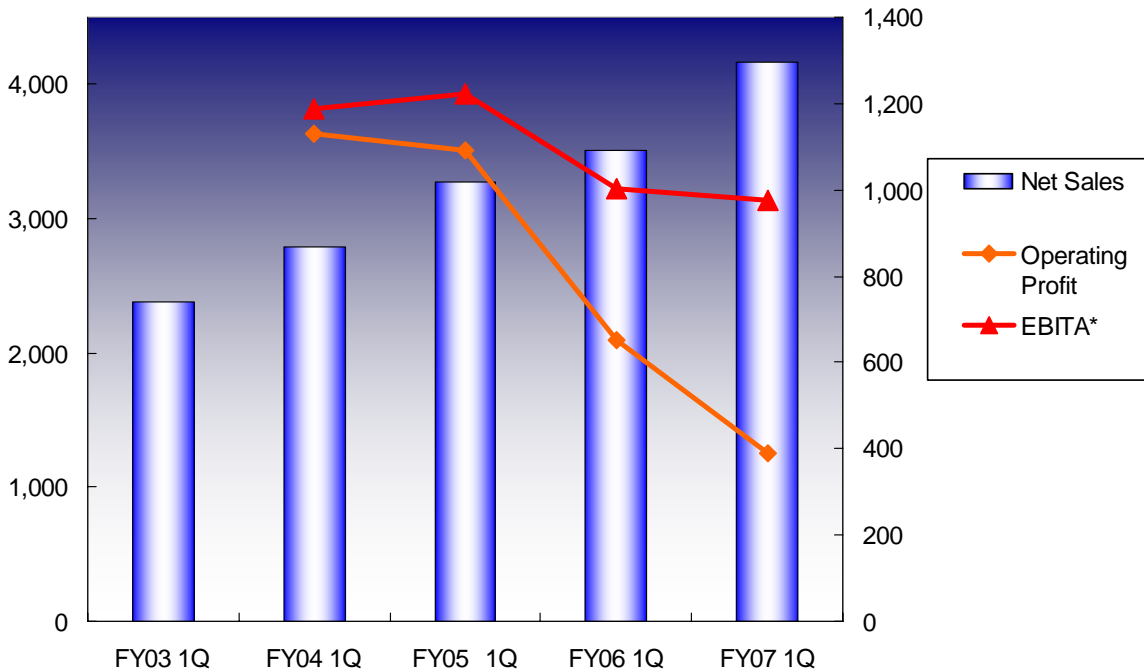


# FY 07 1Q Financial Result for the Contents Business



Net Sales : million yen

Profit : million yen



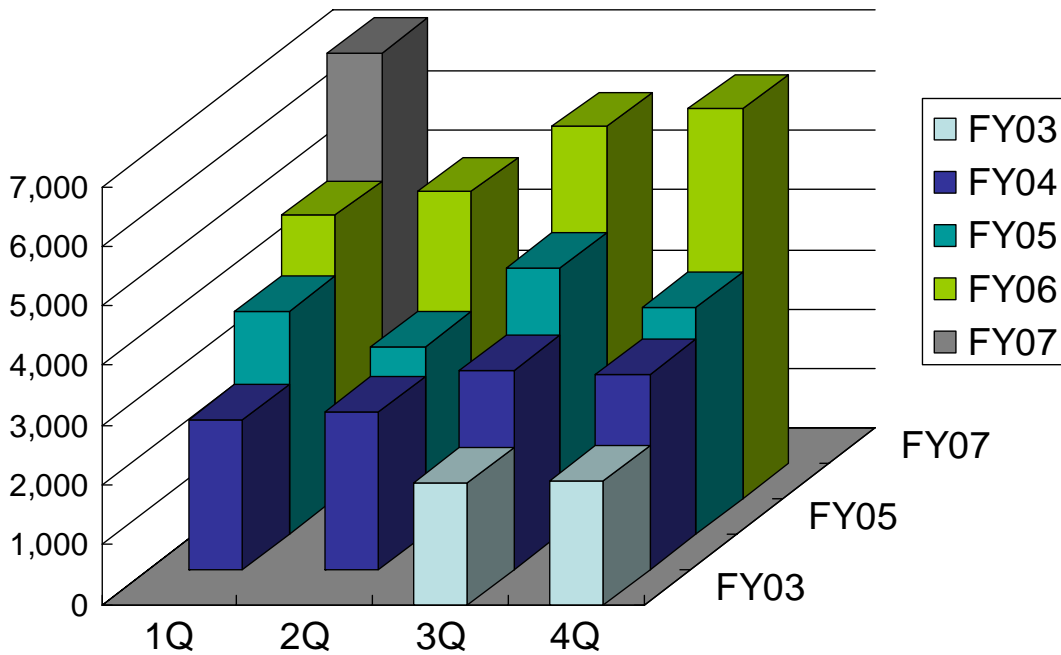
\* EBITA(Operating profit before amortization of goodwill)=Operating Profit+Amortization of goodwill



# Quarterly Net Sales for the Electric Money Business



Net Sales : million yen



Note: Quarterly estimates manage and disclose only accumulative figures. To understand trends differences in accumulative figures are made into graphs as shown in the figures of 2Q, 3Q, and 4Q.

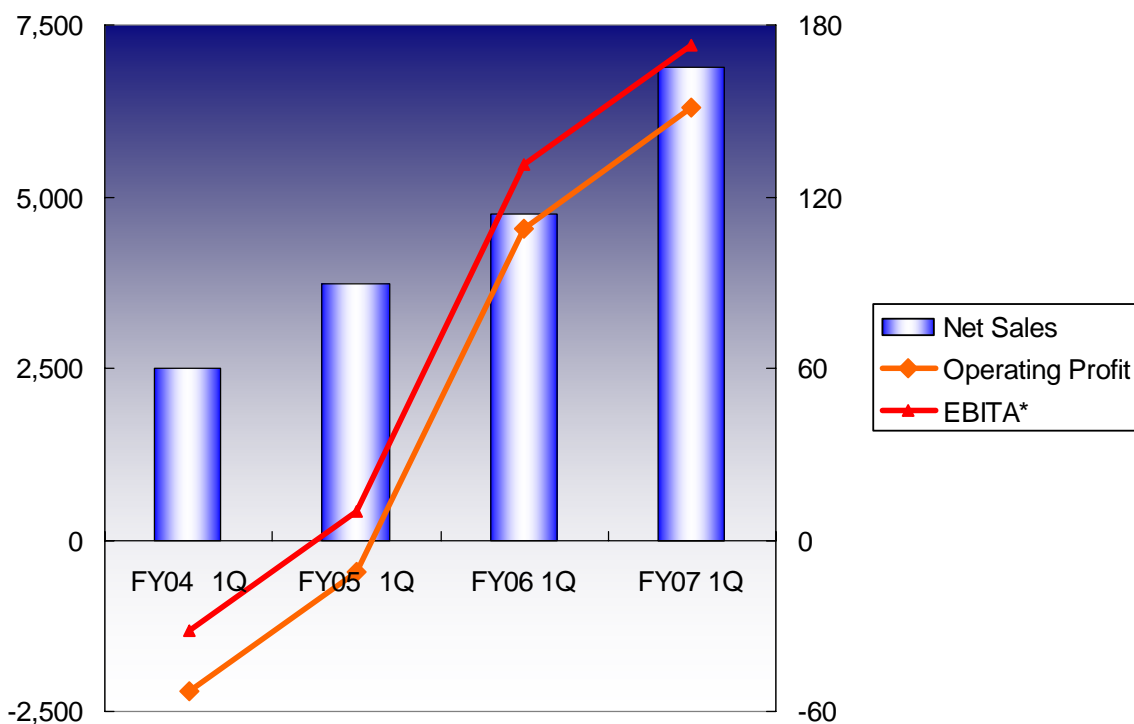


# FY 07 Financial Results for the Electric Money Business



Net Sales : million yen

Profit : million yen



\* EBITA(Operating profit before amortization of goodwill)=Operating Profit+Amortization of goodwill



# FY 07 1Q Financial Result (by segment)



(million yen)

	FY03	FY04	Year-on-	Year-on-	FY05	Year-on-	Year-on-	FY06	Year-on-	Year-on-	FY07	Year-on-	Year-on-
	1Q	1Q	year	year	1Q	year	year	1Q	year	year	1Q	year	year
			change	change		change	change		change	change		change	change
<b>Net Sales</b>	2,416	5,281	2,865	118.6%	7,007	1,726	32.7%	8,636	1,629	23.3%	11,469	2,833	32.8%
Content	2,385	2,786	401	16.8%	3,278	492	17.7%	3,506	228	7.0%	4,165	659	18.8%
Electric Payment	—	2,491	—	—	3,721	1,230	49.4%	4,747	1,026	27.6%	6,882	2,135	45.0%
MVNO	—	—	—	—	—	—	—	—	—	—	—	—	—
<b>Operating Profit</b>	1,196	1,077	▲119	-9.9%	1,086	9	0.8%	350	▲736	-67.8%	561	211	60.3%
Content	—	1,131	—	—	1,092	▲39	-3.4%	650	▲442	-40.4%	389	▲261	-40.2%
Electric Payment	—	▲53	—	—	▲11	42	—	109	120	—	151	42	38.1%
MVNO	—	—	—	—	—	—	—	▲361	—	—	—	—	—
<b>Recurring profit</b>	1,206	1,090	▲116	-9.6%	1,145	55	5.0%	254	▲891	-77.8%	406	152	59.9%
<b>Net Income</b>	613	623	10	1.6%	513	▲110	-17.7%	▲102	▲615	—	971	1,073	—



Mobile



Game



Internet



Computer



Technology

15

# Amortization of Goodwill



(million yen)

	FY03	FY04	FY05	FY06		FY07		Years of amortization	End of amortization
				1Q	Full Year	1Q	Full Year (Plan)		
WebMoney	51	82	82	21	82	22	89	10year	2013/9
Digiplug	221	239	—	—	—	—	—	—	—
TakeNet	—	—	531	132	424	—	—	—	—
Faith Communication	—	—	63	32	94	—	—	—	—
Goody Point	—	—	39	19	39	—	—	—	—
GIGA Networks	—	—	—	189	1,771	531	2,125	5year	2011/5
Cyber Plus	—	—	—	—	217	54	217	5year	2011/3
MVP	—	—	—	—	—	1	4	5year	2012/3
Media Complex	—	—	—	—	—	—	11	5year	2012/6
<b>Total</b>	<b>272</b>	<b>322</b>	<b>715</b>	<b>393</b>	<b>2,627</b>	<b>608</b>	<b>2,446</b>	<b>—</b>	<b>—</b>

- For Digiplug, the ¥1,936 million balance was amortized in March 2005. (recorded as extraordinary loss.)
- For GoodyPoint, the ¥308 million balance was amortized in September 2006. (recorded as extraordinary loss)
- For TakeNet, the ¥2,218 million balance was amortized in December 2006 (recorded as extraordinary loss)
- For Faith Communications, the ¥462 million balance was amortized in December 2006 (recorded as extraordinary loss)



Mobile



Game



Internet



Computer



Technology

16