Supplemental Data for Consolidated Financial Results For 3rd Quarter of Fiscal Year Ending March 2009 (FY08)

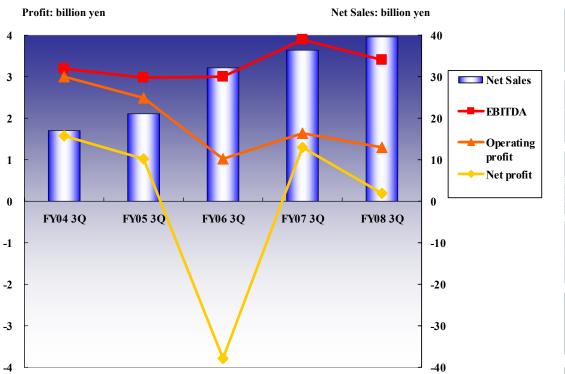
Faith, Inc.

February 13, 2009

Highlights of Consolidated Financial Results

Achieved continuous high growth in net sales as the growth of the Electronic Money Business offset the decrease attributable to the realignment of overseas business and other factors.

Profits decreased due to the upfront investments on starting up new businesses.



























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FY08 3Q Consolidated Financial Result by Segment (year-on-year change)



						(million yen)					
	FY07 3 Q	FY08 3 Q	Year-on-year change	Year-on- year change	Causes for Year-on-year change	FY08 Plan	Progress ratio				
vet Sales	36,320	39,621	3,301	9.1%		54,600	72.6%	Mobile			
Content	11,934	9,741	▲ 2,193	-18.4%	Decrease revenue from ringtone solution: approx. 900 million (Faith: approx. 500 million, GIGA NETWORKS: 400 million) Decrease from oversease business realignment: approx. 1.1 billion (disposal of US content distribution business: approx. 400 million, disposal of TakeNET: approx. 520 million, liiquidation of Faith Technologies: approx. 190 million)	14,700	66.3%	Game			
Electronic Money	23,227	28,852	5,625	24.2%	Continuous rise in amout of settlement, mainly at online game	38,300	75.3%				
Operating profit	1,647	1,319	▲ 328	-19.9%		1,000	131.9%				
Content	1,168	967	▲ 201	-17.2%	Revenue dccreasefrom ringtone solution: ∆approx. 900 million Increase in advertisment: + approx. 300 million Increase from disposal of overseas subsidiaries: + approx. 100 million Decrease of goodwill amortization: + approx. 100 million Streamline of business operation	580	166.7%	Internet			
Electronic Money	417	303	▲ 114	-27.3%	Cost on development and operation of new services Increase in cost to enhance management structure	320	94.7%	Computer			
Recurring profit	1,479	961	▲ 518	-35.0%		800	120.1%				
let Income	1,306	206	▲ 1,100	-84.2%		100	206.0%	TIPE			

*Either of forecasts at the previous announcement of FY08 1H for net sales, operating profit, recurring profit or net profit have not modified at the announcement of the financial statements for FY08 3Q.

Results of Content Distribution Business during FY08 3Q

Net sales decreased due to the decline of the overseas sales caused by the business realignment despite the firm growth in a domestic market.

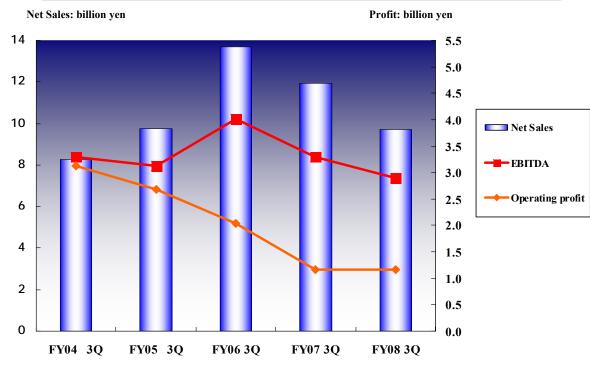
Profits also decreased due to the upfront investments on the creation of new markets, and the increase in costs for the procurement of rich-content and other factors.



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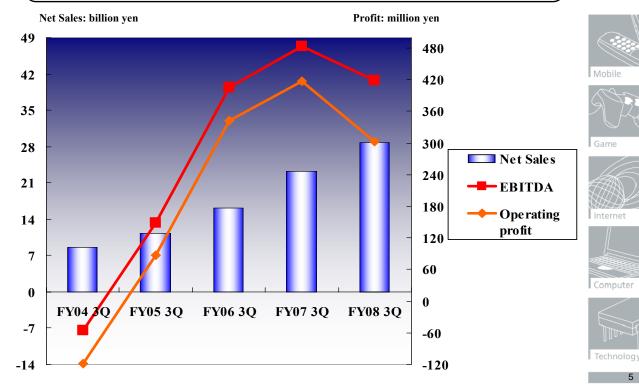
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Results of Electronic Money Business during FY08 3Q

Net sales achieved continuous high growth driven by the increase in the total value of settlement mainly in the online game category. Profits declined due to the increased cost of developing and operating new services and other factors.





Appendix



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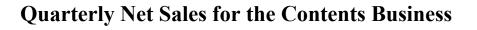
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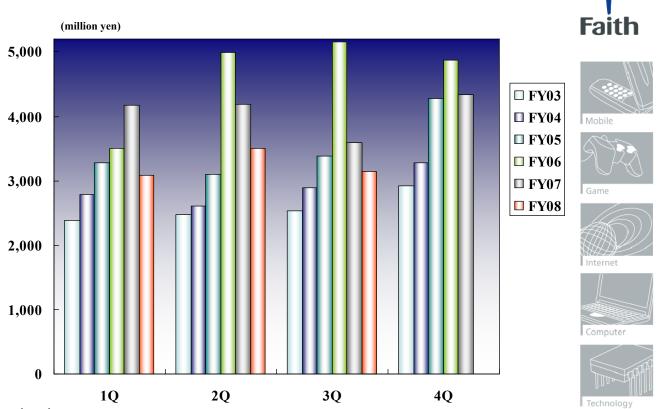
FY08 3Q Consolidated Financial Result by Segment



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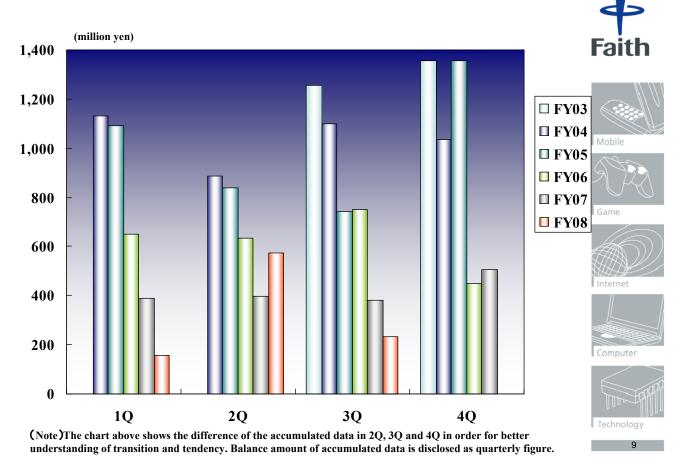
		(million yen)										yen)					
	FY03 3Q	FY04 3Q	Year-on- year change	Year-on- year change	FY05 3Q	Year-on- year change	Year-on- year change	FY06 3Q	Year-on- year change	Year-on- year change	FY07 3Q	Year-on- year change	Year-on- year change	FY08 3Q	Year-on- year change	Year-on- year change	Mobile
vet Sales	9,483	17,091	7,608	80.2%	21,111	4,020	23.5%	32,109	10,998	52.0%	36,320	4,211	13.1%	39,621	3,301	9.1%	
Content business	7,386	8,280	894	12.1%	9,758	1,478	17.8%	13,682	3,924	40.2%	11,934	▲ 1,748	-12.8%	9,741	▲2,193	-18.4%	A L
Electronic Money business	-	8,465	-	-	11,312	2,847	33.6%	16,122	4,810	42.5%	23,227	7,105	44.1%	28,852	5,625	24.2%	\bigcirc
perating profit	3,721	3,000	▲ 721	-19.3%	2,487	▲ 513	-17.1%	1,027	▲ 1,460	-58.7%	1,647	620	60.3%	1,319	▲328	-19.9%	Game
Content business	3,777	3,118	▲ 659	-17.4%	2,675	▲ 443	-14.2%	2,035	▲ 640	-23.9%	1,168	▲ 867	-42.6%	967	▲200	-17.2%	Æ
Electronic Money business	▲ 52	▲ 118	▲ 66	-	87	205	1	343	256	294.2%	417	74	21.5%	303	▲114	-27.3%	
ecurring Profit	3,620	3,000	▲ 620	-17.1%	2,603	▲ 397	-13.2%	903	▲ 1,700	-65.3%	1,479	576	63.7%	961	▲517	-35.0%	Interne
et Income	1,921	1,569	▲ 352	-18.3%	1,028	▲ 541	-34.4%	▲ 3,785	▲66	-6.4%	1,306	344	-	206	▲1,099	-84.2%	



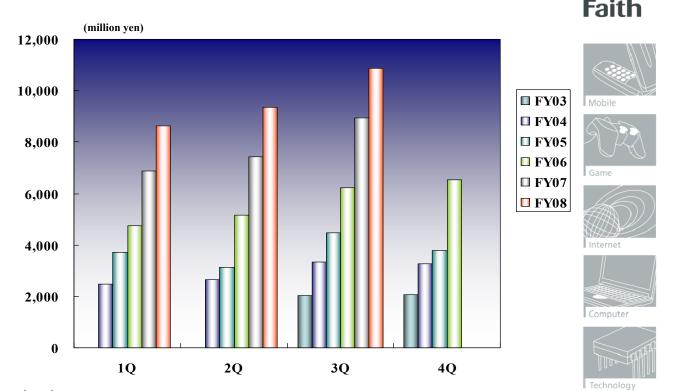


(Note)The chart above shows the difference of the accumulated data in 2Q, 3Q and 4Q in order for better understanding of transition and tendency. Balance amount of accumulated data is disclosed as quarterly figure.

Quarterly Operating Profit for the Contents Business



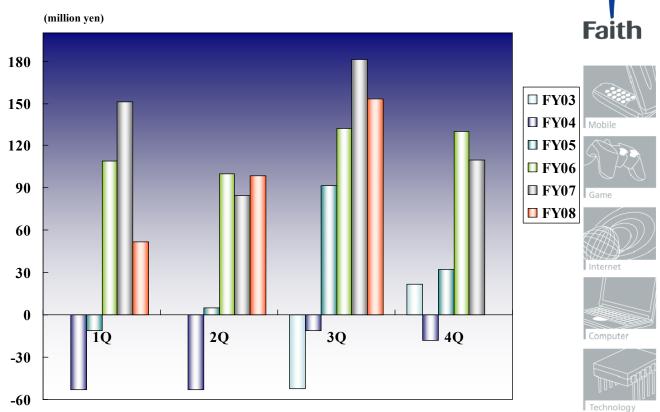
Quarterly Net Sales for the Electronic Money Business



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(Note)The chart above shows the difference of the accumulated data in 2Q, 3Q and 4Q in order for better understanding of transition and tendency. Balance amount of accumulated data is disclosed as quarterly figure.

Quarterly Operating Profit for the Electronic Money Business



(Note)The chart above shows the difference of the accumulated data in 2Q, 3Q and 4Q in order for better understanding of transition and tendency. Balance amount of accumulated data is disclosed as quarterly figure.

Quarterly Consolidated Financial Result by Segment

(million yen)

	FY05				FY06				FY07				FY08		
	1Q	2Q	3 Q	4 Q	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q	1Q	2Q	3Q
Net Sales	7,007	6,242	7,861	8,929	8,636	11,557	11,916	12,042	11,469	11,982	12,867	13,872	12,070	13,220	14,330
Content business	3,278	3,095	3,384	4,282	3,506	5,035	5,139	4,890	4,165	4,180	3,588	4,330	3,090	3,502	3,148
Electronic Money business	3,721	3,133	4,457	3,794	4,747	5,144	6,231	6,528	6,882	7,418	8,926	9,162	8,637	9,360	10,854
MVNO						1	4	18	1	I	I	1	I	—	-
Others	8	13	19	852	382	1,375	540	606	421	384	352	380	342	357	327
Operating Profit	1,086	854	546	904	350	294	383	32	561	505	580	619	210	697	411
Content business	1,092	839	743	1,354	650	635	749	449	389	396	383	506	157	574	234
Electronic Money business	▲ 11	5	92	32	109	100	132	130	151	85	181	110	51	98	153
MVNO			▲297	▲409	▲361	▲463	▲454	▲553	0	0	0	0	0	0	0
Others	5	9	7	▲73	▲49	22	▲45	7	20	24	15	3	1	24	22
Recurring Profit	1,145	882	575	852	254	308	340	▲50	406	477	594	429	148	593	220
Net Income	513	376	138	410	▲ 102	▲550	▲3132	1,902	971	▲ 10	345	▲768	146	140	▲80



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Amortization of Goodwill



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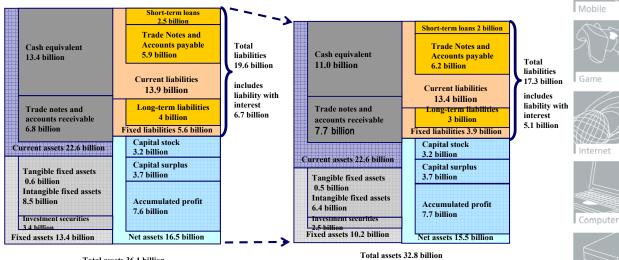
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				(n						
	FY04	FY05	FY06	FY	07	FY	708	Years of	End of	
				3Q	Full year	3Q	Full year (Plan)	amortization	amortization	Mobile
WebMoney	82	82	82	64	84	55	73	10 year	2013/9	
Digiplug	239	-	I	Ι	-	I	-	I	-	\mathcal{A}
TakeNet	-	531	424	-	-	-	-	-	-	
Faith Communications	-	63	94	-	-	-	-	-	-	Game
GoodyPoint	-	39	39	-	-	-	-	-	-	Æ
GIGA NETWORKS	I	-	1,771	1,594	2,125	1,594	2,131	5year	2011/5	
Brave	I	-	I	I	3	2	3	5year	2012/3	Internet
MVP	I	-	Ι	3	4	2	4	5year	2012/3	
Media Complex	-	-	I	7	11	11	15	5year	2012/6	
Others	I	-	217	165	217	60	59	-	-	Computer
Total	322	715	2,627	1,833	2,446	1,724	2,278	-	-	

Consolidated Balance Sheet (year-on-year change)

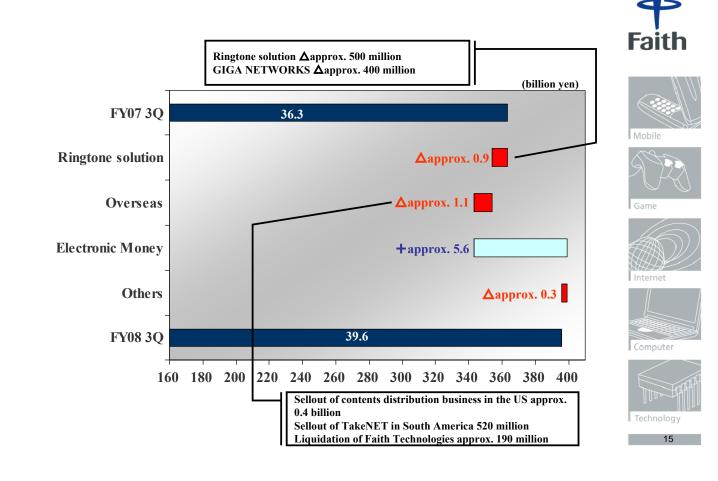
End of March 2008

End of December 2008

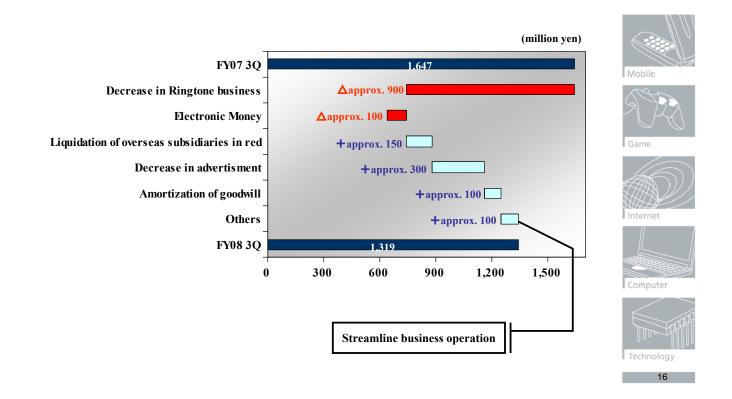


Total assets 36.1 billion

FY08 3Q Consolidated Net Sales (year-on-year basis)

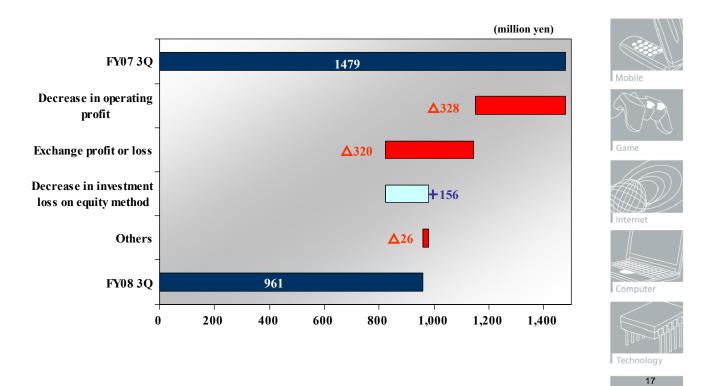


FY08 3Q Operating Profit (year-on-year basis)

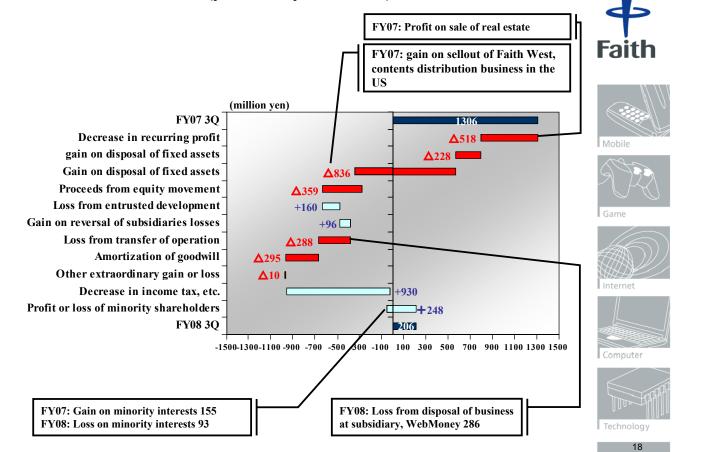


FY08 3Q Recurring Profit (year-on-year basis)

Faith



FY08 3Q Net Profit (year-on-year basis)





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.











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