



**Financial Reporting
for the Third Quarter
Ended December 2007**

Summary of Business Results

TECMO

November 14, 2007



**Presenting Performance Results
for the Third Quarter
Ended December 2007**

Outline of Third Quarter Ended December 2007

3rd Quarter Results (Consolidated)

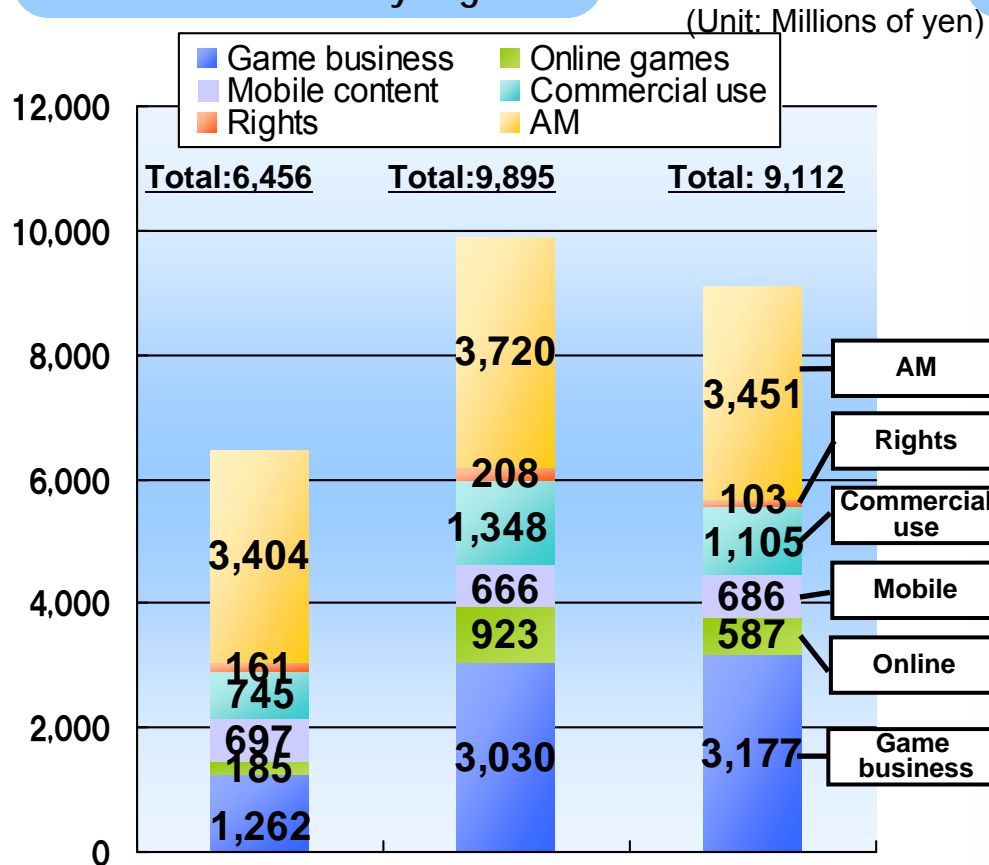
(Unit: 1million yen)

	Sales			Operating Profit			Ordinary Profit			3rd Quarter Net Profit		
		Y-o-Y increase (decrease)	Y-o-Y		Y-o-Y increase (decrease)	Y-o-Y		Y-o-Y increase (decrease)	Y-o-Y		Y-o-Y increase (decrease)	Y-o-Y
Third Quarter Ended Dec. 2007	9,112	2,655	141.1%	1,679	1,054	268.4%	1,753	1,051	249.7%	883	442	200.1%
(Full Year Performance)	(65.1%)			(80.0%)			(79.7%)			(80.3%)		
Third Quarter Ended Dec. 2006	6,456	-117	98.2%	625	85	115.9%	702	-24	96.6%	441	84	123.6%
Third Quarter Ended Dec. 2005	6,574	-	-	539	-	-	727	-	-	357	-	-

- Drastic increases both in sales and profit as compared to the same period last year.
Good progress ratio for profit against the full year target.
- NINJA GAIDEN Σ (software for PLAYSTATION®3) released on June 14, 2007 contributed to the profit.
with total of 580,000 units sold worldwide as of Nov. 14, 2007.

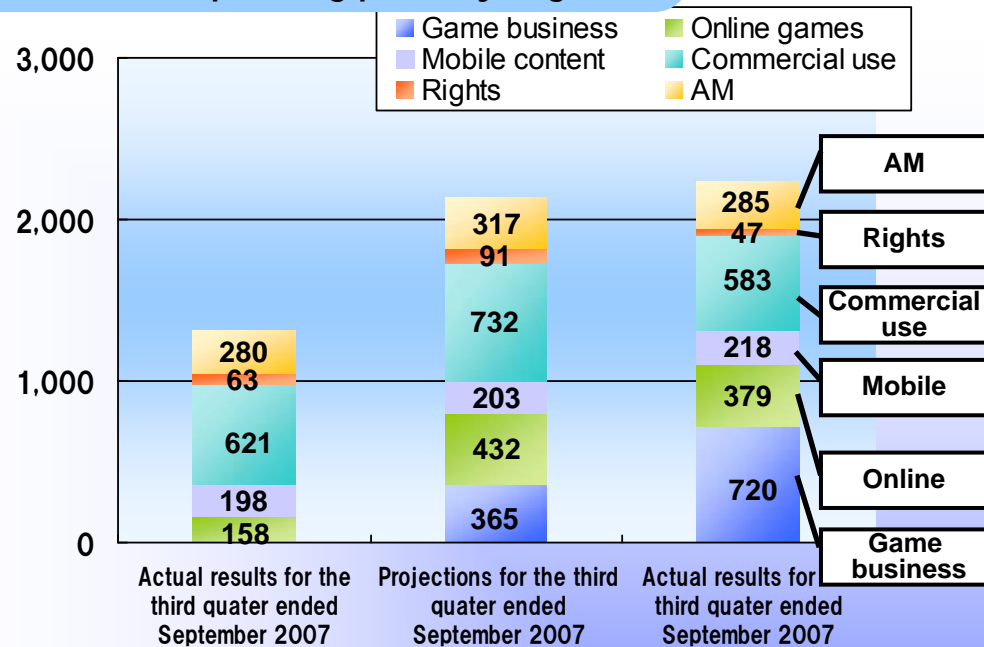
Consolidated Sales and Operating Profit by Segment Third Quarter

Consolidated sales by segment



Actual results for the third quarter ended September 2006 Projections for the third quarter ended September 2007 Actual results for the third quarter ended September 2007

Consolidated operating profit by segment (Unit: Millions of yen)



Consolidated operating profit by segment	Actual results for the third quarter ended September 2007	Projections for the third quarter ended September 2007	Actual results for the third quarter ended September 2007
Game business	-126	365	720
Online games	158	432	379
Mobile content	198	203	218
Commercial-use equipment and software	621	732	583
Rights	63	91	47
Operation of amusement facilities	280	317	285
Elimination or company-wide	▲570	▲619	▲555
Total	625	1,522	1,679

Outline of Fiscal Year Ending December 2007

■ Consolidated projections for the full fiscal year

(Unit: Millions of yen)

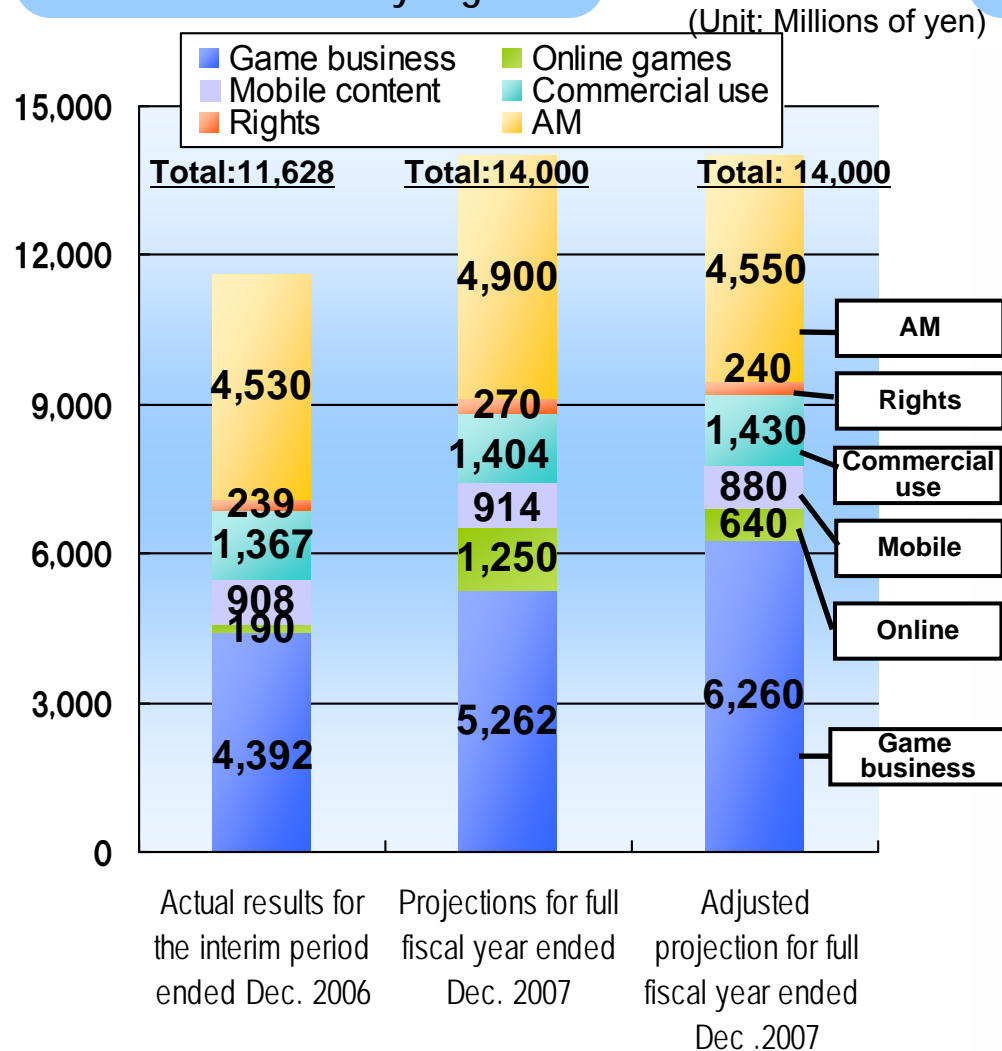
		Sales			Operating profit			Ordinary profit			Net income		
			Increase/ decrease	Rate of increase/ decrease		Increase/ decrease	Rate of increase/ decrease		Increase/ decrease	Rate of increase/ decrease		Increase/ decrease	Rate of increase/ decrease
Fiscal year ending December 2007	After revision	14,000			2100			2,200			1100		
	(Difference between initial projections and revised figures)		0	0%		200	110.5%		300	115.8%		200	122%
	Initial projections	14,000	2,371	120.4%	1,900	676	155.3%	1,900	536	139.3%	900	86	110.6%
(Reference) Fiscal year ended December 2006		11,628	-	-	1,223	-	-	1,363	-	-	813	-	-

○ We revised earnings projections upward for the full fiscal year: operating profit by 200 million yen, ordinary profit by 300 million yen; and net income by 200 million yen (Announced on August 22, 2007)

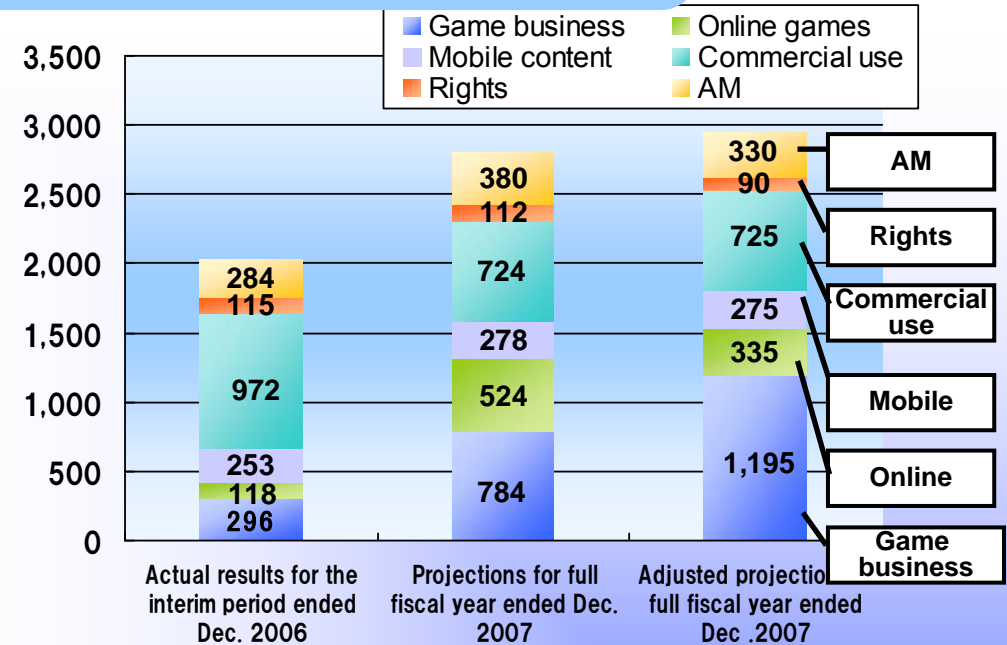
- In the game business, launch of Team NINJA title, which had been included in the initial plan, was changed to 2008 or thereafter.
- A decrease in sales due to a delay in the start of service in the online game business is factored in.
- Projected sales and profits of the amusement facility operation business were slightly revised downward.
- The commercial-use equipment and software business and the mobile content business are performing as planned.

Consolidated Sales and Operating Profit by Segment (Full fiscal year)

Consolidated sales by segment



Consolidated operating profit by segment (Unit: Millions of yen)



Consolidated operating profit by segment	Actual results for the interim period ended Dec 2006	Projections for full fiscal year ended Dec. 2007	Adjusted projection for full fiscal year ended Dec. 2007
Game business	296	784	1,195
Online games	118	524	335
Mobile content	253	278	275
Commercial-use equipment and software	972	724	725
Rights	115	112	90
Operation of amusement facilities	284	380	330
Elimination or company-wide	▲817	▲902	▲850
Total	1,223	1,900	2,100

New titles released between July and September, 2007

Software for Home Console Games

Monster Farm DS

Released on July 12, 2007



Lievo Business and On-line Games

Gallop Racer ONLINE

Service launched on August 28, 2007



Liquid Crystal Software for Pachinko & Pachislot Machines

2 titles for Pachislot and 1 title for Pachinko



Plans, strategies and ideas of TECMO, LTD. (hereinafter referred to as TECMO), which are written in this document, are judgments and ideas of the management based on the information available when this document was prepared. Information on the future earnings projections, which is provided in this document, is as of the time when this document was prepared.

Actual earnings of the Company will possibly differ greatly from the projections because of various elements. They may be worse than the assumptions in this document. Elements that could affect the actual earnings of the Company include the following, but are not limited to them.

1. Changes in the economic environment, which will affect the business of TECMO
2. Fluctuations in exchange rate between the yen and the U.S. dollar (in particular) and the euro
3. TECMO's capability to continue to provide products and services that are accepted by consumers in each field
4. TECMO's capability to successfully expand operations internationally in businesses concerning games, commercial-use software, online games and mobile content
5. Revision of laws and regulations, and TECMO's capability to cope with such revisions

TECMO is not obliged to update or revise the prospects for its future earnings according to new information and events that will occur after the announcement day.

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