



TOMY CORPORATION ANNOUNCES **NARUTO™ SHIPPUDEN: NINJA COUNCIL® 4 FOR** **NINTENDO DS**

***Everyone's Favorite Ninja Infiltrates DS With All-New Storyline
and Grown Up Characters From Hit Animated Series***

LOS ANGELES, Calif. – March 12, 2008 – TOMY Corporation today announced that *NARUTO™ Shippuden: Ninja Council® 4* is currently in development exclusively for Nintendo DS™. As the latest installment to the popular Ninja Council series of videogames that has sold more than 800,000 units to date in North America, *NARUTO Shippuden: Ninja Council 4* is the first DS game to feature the NARUTO Shippuden story arc in North America, allowing fans to play as Naruto and his friends in the next generation of the series. Based on the enormously successful animated series from VIZ Media, *NARUTO Shippuden: Ninja Council 4* introduces consumers to a host of playable characters sporting their updated NARUTO Shippuden looks, and wireless multiplayer battles for up to four players.

"*NARUTO Shippuden: Ninja Council 4* encourages franchise fans and newcomers alike to experience the next iteration of the classic Ninja Council series," said Laura Yoshioka, director of consumer software at TOMY Corporation. "The addition of multiple new playable characters and an immersive story mode based on the NARUTO Shippuden story arc, coupled with the touch screen capabilities of the DS, make this a classic action-adventure videogame."

In *NARUTO Shippuden: Ninja Council 4*, players will experience the new Shippuden storyline for the first time on the DS. Set two and a half years after the events of the classic NARUTO series, Naruto fans are introduced to older characters as the storyline advances and unfolds with copious plot twists. *NARUTO Shippuden: Ninja Council 4* also allows gamers to follow an older Naruto and his friends on the quest to save Gaara from the sinister Akatsuki organization. Players are able to choose their allies and form a three-man squad with special jutsu techniques to ward off looming danger. Dedicated franchise fans and new Naruto fighters alike can utilize the touch screen to unleash their unique jutsu attacks and take on anyone that gets in their way. As an added bonus, unlockable jutsu allow aspiring ninja to explore previously unreachable areas.

NARUTO Shippuden: Ninja Council 4 will be available for Nintendo DS in Spring 2009. For more information, please visit www.TOMY-USA.com/videogames. For more information on NARUTO and for free streaming episodes of NARUTO Shippuden please visit www.NARUTO.com.

About TOMY Corporation

With U.S. headquarters in Santa Ana, California, TOMY Corporation is one of the world's oldest and most endearing entertainment companies. For more than eight decades, TOMY has developed and manufactured a broad portfolio of exciting and educational toys, games and video games for children of all ages. Known for its innovation, quality and safety, TOMY's mission is to produce videogames for North America that entertain and inspire children and adults. The Consumer Software Division currently publishes for Nintendo DS™ and Wii™, PSP® (PlayStation®Portable) system, and the Xbox 360® video game and entertainment system from Microsoft. TOMY Corporation is a subsidiary of Japan-based TOMYCompany, Ltd. (aka TAKARATOMY in Japan). More information is available at www.TOMY-USA.com.

About VIZ Media, LLC

Headquartered in San Francisco, CA, VIZ Media, LLC (VIZ Media), is one of the most comprehensive and innovative companies in the field of manga (graphic novel) publishing, animation and entertainment licensing of Japanese content.

Owned by three of Japan's largest creators and licensors of manga and animation, Shueisha Inc., Shogakukan Inc., and Shogakukan-Shueisha Productions, Co., Ltd., VIZ Media is a leader in the publishing and distribution of Japanese manga for English speaking audiences in North America, the United Kingdom, Ireland, and South Africa and is a global ex-Asia licensor of Japanese manga and animation. The company offers an integrated product line including magazines such as SHONEN JUMP and SHOJO BEAT, graphic novels, and DVDs, and develops, markets, licenses, and distributes animated entertainment for audiences and consumers of all ages.

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