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**TOMY AND D3PUBLISHER OF AMERICA BRING INTENSE 3D NINJA
COMBAT TO NINTENDO DS™ IN NARUTO™: NINJA DESTINY**

*Chakra-filled Battles Explode onto Two Screens
with Innovative New Gameplay*

LOS ANGELES – January 10th, 2008 – TOMY Corporation and D3Publisher of America, Inc. (D3PA), publishers of interactive entertainment software, today announced the upcoming release of *NARUTO™: Ninja Destiny*, the first-ever head-to-head 3D NARUTO fighting game for the Nintendo DS™ handheld system. Based on VIZ Media's hit animated TV series NARUTO, *NARUTO: Ninja Destiny* will pit characters from the hit NARUTO series against each other in high-energy combat. Players will use both screens for innovative, unique gameplay featuring trademark ninja moves and the cinematic special techniques of the NARUTO world. *NARUTO: Ninja Destiny* is scheduled to ship in February 2008.

"We've listened to the fans and made a slew of improvements to the Japanese original, including a much faster frame rate, additional characters, and never-before-seen content," said Laura Yoshioka, director, consumer software of TOMY Corporation. "Through the innovative use of the dual displays and touch screens, *NARUTO: Ninja Destiny* will bring the series' iconic battles to players in a way that is only possible on the DS."

Players will soon be able to take their ninja battles on the road with *NARUTO: Ninja Destiny*, the first 3D head-to-head NARUTO fighter for the Nintendo DS. Any aspiring ninja can unleash powerful jutsu and take advantage of items to brawl his way to victory against 16 different characters. Dual-screen combat will allow fierce battles to unfold on the top screen while power ups can be strategically unleashed on the touch screen for fast, frenetic action. Core fighting game fans and casual gamers alike will find plenty to enjoy, thanks to a combo move system that is both intuitive to pick-up and challenging to master. Featuring scenes, characters, and storylines from up to the 140th episode of the hit animated television series currently airing on Cartoon Network, *NARUTO: Ninja Destiny* offers an intense single-player story and versus mode, along with wireless multiplayer combat.

For more information on NARUTO please visit www.naruto.com. For more information on *NARUTO: Ninja Destiny*, please visit www.NarutoNintendoGames.com.

About TOMY Corporation

With U.S. headquarters in Santa Ana, California, TOMY Corporation is one of the worlds' oldest and most endearing toy 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 toys, videogames and merchandise for North America that entertain and inspire children and adults. The Consumer Software Division currently publishes for the Nintendo GameCube™, Game Boy® Advance, Nintendo DS™ and Wii™ home video game system. TOMY Corporation is a subsidiary of Japan-based TOMY Company, 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 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 Production Co., Ltd. (ShoPro Japan), VIZ Media is a leader in the publishing and distribution of Japanese manga for English speaking audiences in North America and a global licensor of Japanese manga and animation. The company offers an integrated product line including, magazines such as SHONEN JUMP and SHOJO BEAT, graphic novels, videos, DVDs, audio soundtracks and develops and markets animated entertainment from initial production, television placement and distribution, to merchandise licensing and promotions for audiences and consumers of all ages.

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About D3Publisher of America, Inc

D3Publisher of America, Inc. is a subsidiary of D3, Inc. with headquarters in Tokyo, Japan. D3Publisher of America's strategic focus is on licensed and original titles from leading third-party developers that appeal to mass-market consumers or gaming enthusiasts. Based in Los Angeles, D3Publisher of America distributes and publishes software for personal computers, major console platforms, and handheld systems, including Wii™, Nintendo GameCube™, Nintendo DS™, Game Boy® Advance, PlayStation® game console, PlayStation®2 computer entertainment system, PLAYSTATION®3 computer entertainment system, PSP® (PlayStation®Portable) system, the Xbox® video game and entertainment system from Microsoft, and the Xbox 360™ video game and entertainment system from Microsoft. For additional information on D3Publisher of America and its products, visit the website at <http://www.d3publisher.us>.