

Famitsu Yearly Game Software/Hardware Sales Report for 2006

- 2006's Overall (Software + Hardware) Gaming Market Ups 37.6% YOY, Reaching Biggest-Ever JPY 600 billion+
- Handheld Titles Command 62.9% of Software Unit Sales, Exceeding Console Games for the First Time, Thanks to DS
- Wii One-Ups Next-Gen Console Race, Nearing 1M-Unit Mark

ENTERBRAIN Inc. (President: Hirokazu Hamamura, Location: Chiyoda-ku, Tokyo) offers 2006's flash report covering home video game software/hardware sales in Japan.

The data was collected from December 26, 2005 to December 31, 2006.

Rankings are as follows:

Yearly Console/Handheld Software Sales Ranking for 2006 (excerpted from the TOP 100)

#1: Pocket Monster Diamond/Pearl	(DS)	Pokemon	4,302,815 copies sold
#2: New Super Mario Bros.	(DS)	Nintendo	3,818,214 copies sold
#3: Tohoku Daigaku Mirai-Kagaku-Gijutsu-Kyodo-Kenkyu-Center Kawashima Ryuta Kyoju Kanshu: Motto Nou wo Kitaeru Otona no DS Training	(DS)	Nintendo	3,748,638 copies sold

Yearly Console/Handheld Hardware Sales for 2006

#1: Nintendo DS Lite	7,526,038 units sold
#2: PlayStation Portable	1,946,911 units sold
#3: PlayStation 2	1,547,866 units sold

Individual Game Publisher's Software Sales for 2006 (only covering titles ranked in the TOP 100)

#1: Nintendo	24,216,590 copies sold
(30 titles, including "New Super Mario Bros." and "Kawashima Ryuta Kyoju Kanshu: Motto Nou wo Kitaeru Otona no DS Training")	
#2: Square Enix	6,847,891 copies sold
(13 titles, including "Final Fantasy XII," "Final Fantasy III," and "Dragon Quest Monsters: Joker")	
#3: Pokemon	5,584,691 copies sold
(5 titles, including "Pocket Monster Diamond/Pearl" and "Pokemon Ranger")	

Market Scale Comparison

2005 - Hardware: 163.96 billion yen / Software: 290.77 billion yen / Total: 454.73 billion yen (52 weeks)
2006 - Hardware: 261.90 billion yen / Software: 363.89 billion yen / Total: 625.79 billion yen (53 weeks)

(Sales Compared to Previous Year) - Hardware: 159.7% / Software: 125.1% / Total: 137.6%