3. Consolidated financial statements

(1) Consolidated balance sheets

(1) Consolidated balance sheets		(Unit: Millions of yen)
	Previous fiscal year (as of March 31, 2011)	Current 1st quarter (as of June 30, 2011)
Assets		
Current assets		
Cash on hand and in banks	35,011	31,899
Notes and accounts receivable, trade	11,700	5,205
Merchandise and finished goods	849	977
Work-in-progress	340	324
Raw materials and supplies	1,075	1,073
Work-in-progress for game software	10,443	14,198
Other	7,793	8,159
Allowance for doubtful accounts	(37)	(40
Total current assets	67,176	61,799
Fixed assets		
Tangible fixed assets, net of accumulated depreciation	13,532	13,550
Intangible fixed assets		
Goodwill	412	372
Other	2,658	2,704
Total intangible fixed assets	3,071	3,076
Investments and other assets		
Other	7,597	7,645
Allowance for doubtful accounts	(968)	(944)
Total investments and other assets	6,628	6,701
Total fixed assets	23,232	23,328
Total assets	90,408	85,127

		(Unit: Millions of yen)
	Previous fiscal year (As of March 31, 2011)	Current 1st quarter (As of June 30, 2011)
Liabilities		
Current liabilities		
Notes and accounts payable, trade	5,665	3,753
Short-term borrowings	3,711	8,711
Accrued income taxes	3,443	195
Accrued bonuses	2,478	1,048
Allowance for sales returns	130	109
Other	9,520	9,954
Total current liabilities	24,950	23,772
Long-term liabilities		
Long-term borrowings	3,644	3,536
Accrued retirement benefits for employees	1,383	1,405
Other	2,422	2,312
Total long-term liabilities	7,450	7,255
Total liabilities	32,400	31,027
Net assets		
Shareholders' equity		
Common stock	33,239	33,239
Capital surplus	21,328	21,328
Retained earnings	22,945	21,806
Treasury stock	(13,143)	(15,517)
Total shareholders' equity	64,370	60,857
Accumulated other comprehensive income		
Net unrealized gain or loss on securities, net of tax	(56)	(43)
Cumulative translation adjustments	(6,305)	(6,714)
Total valuation and translation adjustments	(6,362)	(6,757)
Total net assets	58,007	54,099
Total liabilities and net assets	90,408	85,127