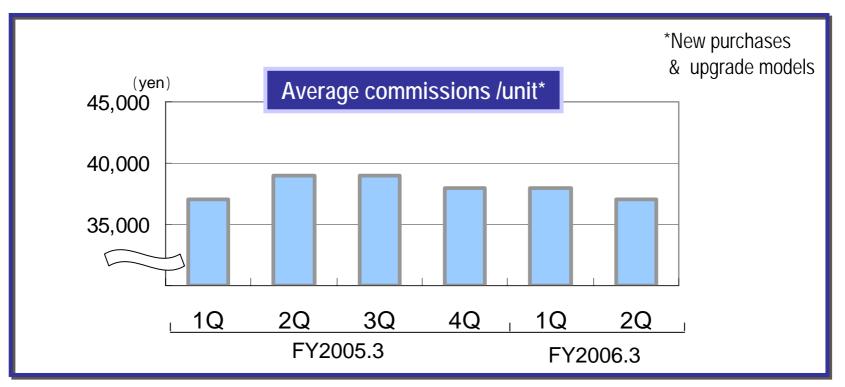
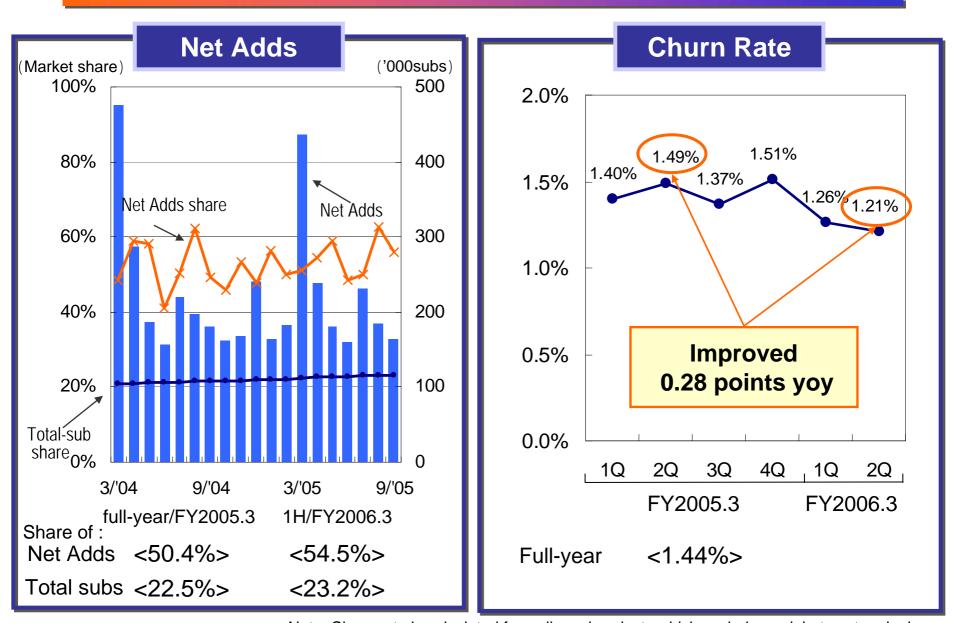
#### 1.1. Sales Commissions

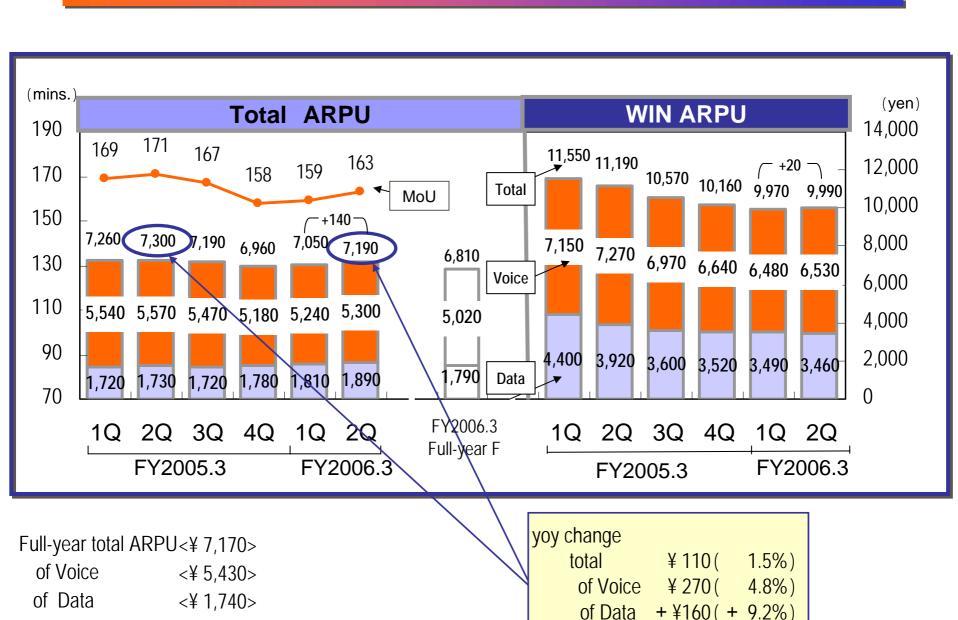


		FY2005.3					FY2006.3(E)		
		1Q	2Q	3Q	4Q		1Q	2Q	
Sal	oc commissions					444.0			457.0
Sales commissions (Billions of yen)		94.0	114.0	112.0	124.0	444.0	102.0	119.0	437.0
	Average commissions/unit					38,000			38,000
		37,000	39,000	39,000	38,000	30,000	38,000	37,000	
	Number of units sold					11,590			12,100
	('000 units)	2,550	2,930	2,870	3,230	11,370	2,700	3,220	12,100

#### 1.2. Net Adds & Churn Rate



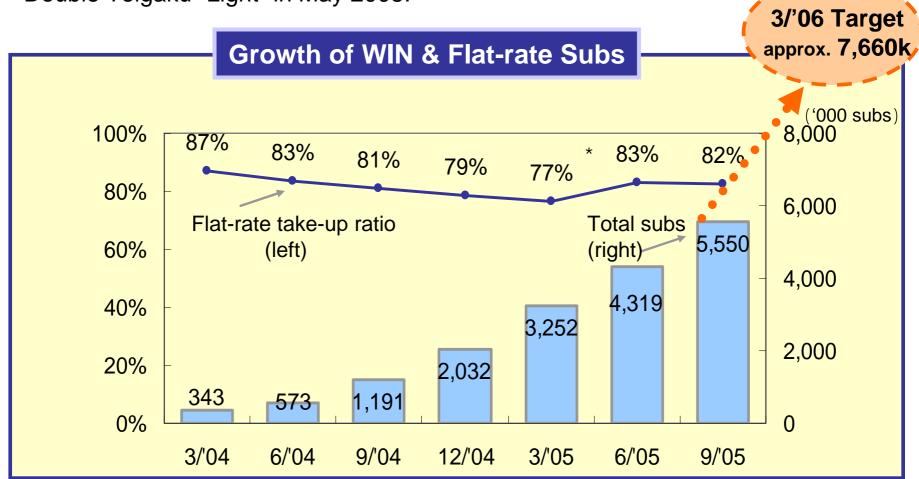
#### 1.3. Trend of **ARPU**



#### 2. Update on WIN(1)



Expanded flat-rate plan to even wider customer base through commencement of Double Teigaku "Light" in May 2005.

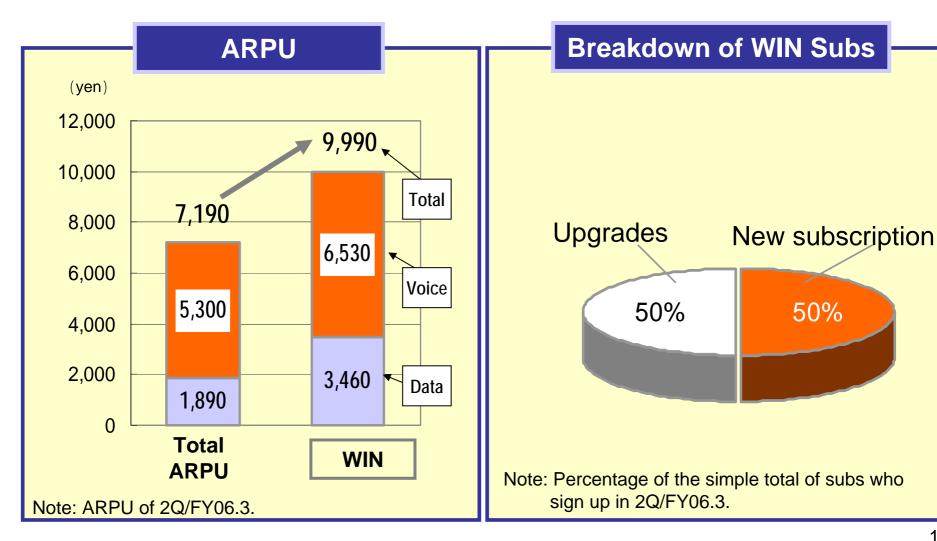


Note: Flat-rate take-up ratio at end-June and thereafter includes Double Teigaku "Light" subs in line with the launch of service in May 2005. Former Packet-Discount WIN subs, who were automatically shifted into Double Teigaku "Light" after May 2005, account for 6% at end-March 2005.

#### 2. Update on WIN(2)



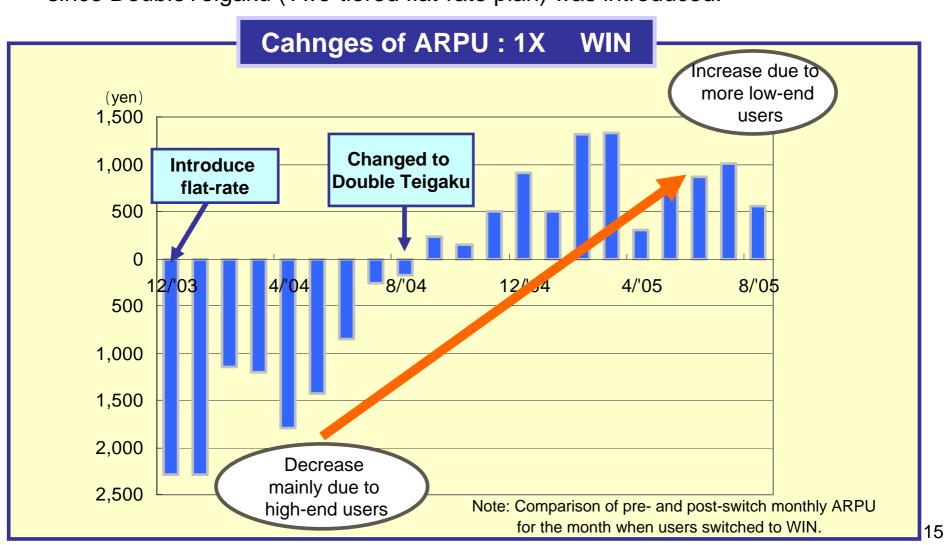
WIN has continued to capture high-end users from other companies with proportion of new subscriptions at around half.



## 2. Update on WIN(3)

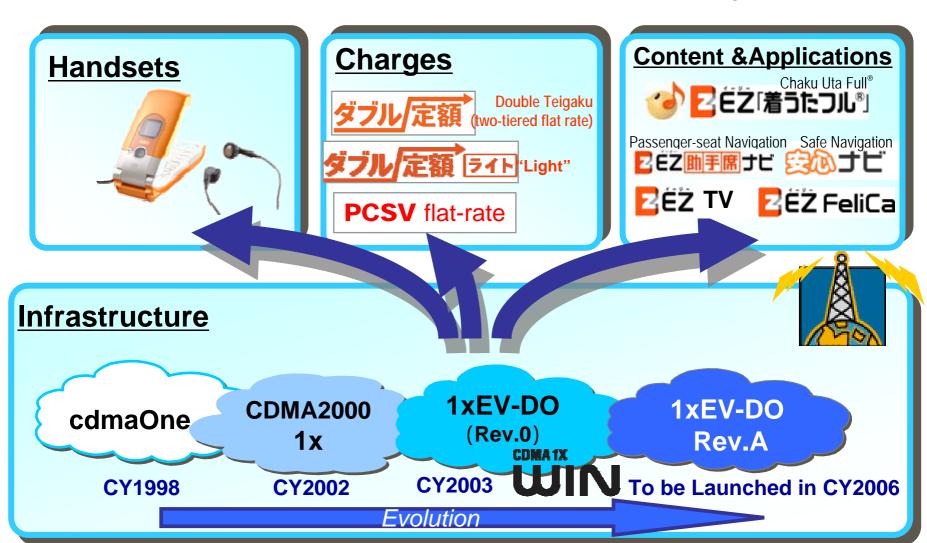


During launching period, WIN had a negative effect with data high-end users shifting to flat-rate but post-switched ARPU turns to be on a upward trend since DoubleTeigaku (Two-tiered flat-rate plan) was introduced.



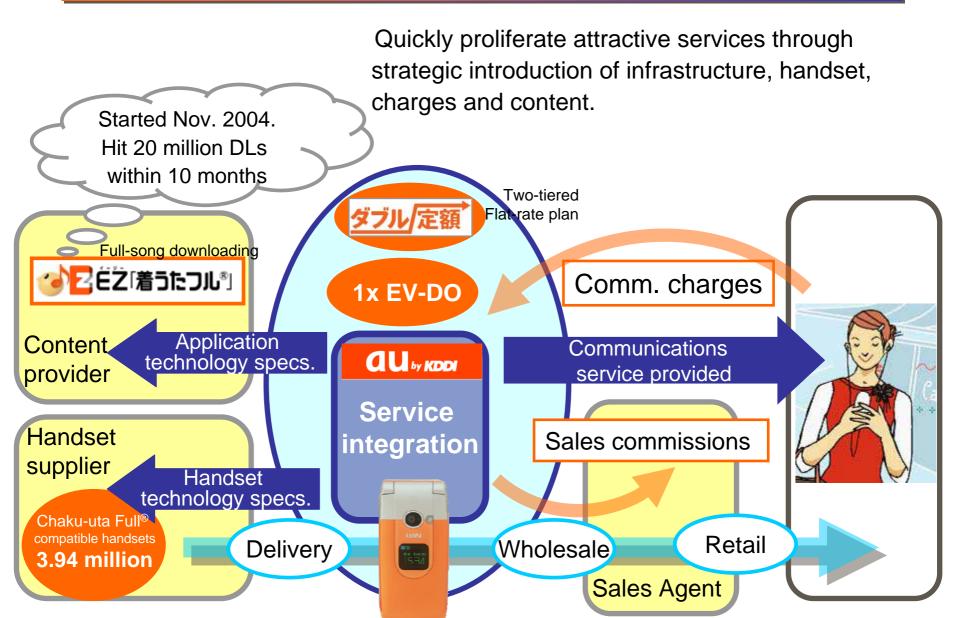
### 3. Boost All-Round Product Attractiveness (1)

Promote differentiation by leveraging competitive advantage in infrastructure to boost all-round product attractiveness in terms of handset, charges and content.



Note: PCSV stands for PC site viewer.

### 3. Boost All-Round Product Attractiveness (2)

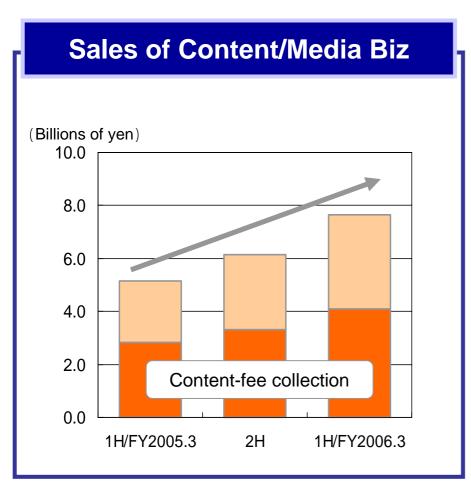


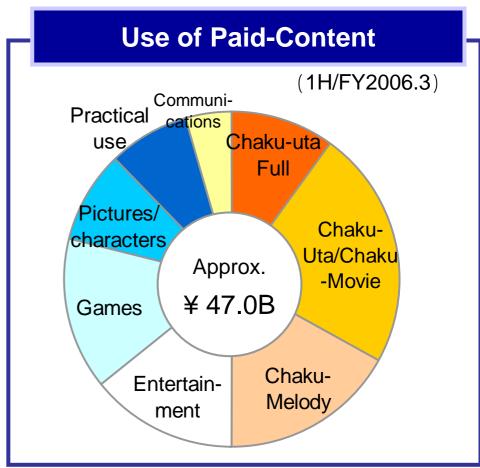
## 4. Boost Sales from Content/Media Biz.(1)

au , Koo

Steady growth in sales of Content/Media Business, reaching ¥7.7B in 1H.

Music content such as Chaku-uta Full® and Chaku-Uta® is strong.



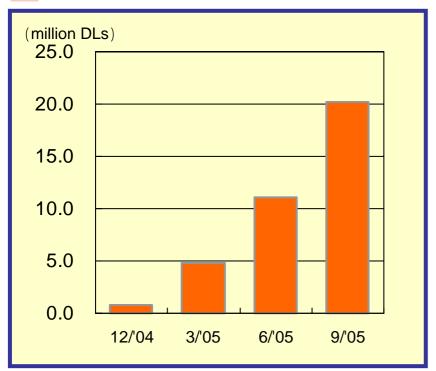


Note: Paid-content sales go to content service providers of which KDDI receives less than 10% of total as commission for fee-collection.

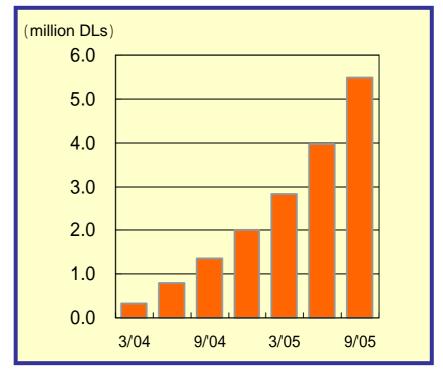
## 4. Boost Sales from Content/Media Biz.(2)











Total downloads topped 20 million songs on Sept. 28, 2005.

Over 60,000 songs available

3.94 million handsets at end-Sept. 2005

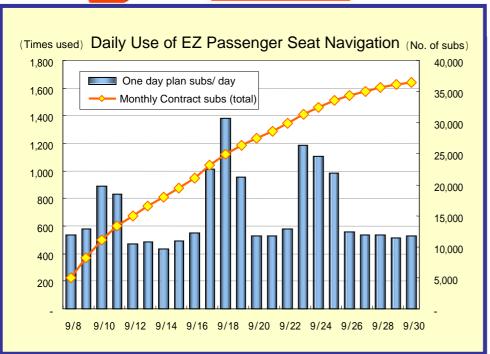
Total downloads reached approx. 5.5 million units at end-Sept. 2005.

\* Total No. of downloads using KDDI Official e-book viewer (ComicsSurfing).

#### 4. Boost Sales from Content/Media Biz.(3)







Route to destination displayed on map then voice guide begins



Commenced service on Sept. 8, 2005; solid start with results far exceeding initial targets.

Uncover potential needs by proposing new usage with driving.

Provide two types of service plans; monthly / one-day plan considering use of customers

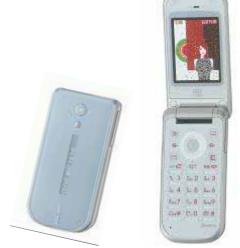
#### 5. Measures to Reduce Handset Costs

# Handset Cost Reduction

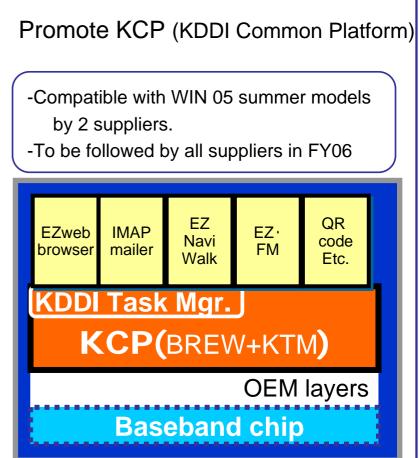
- Co-develop handsets with an overseas supplier for Japanese market.
- Standardize hardware and software between handset makers using KCP.

#### Procure from Korea's Pantech & Curitel

- Utilize 5<sup>th</sup> largest CDMA maker's economies of scale for component procurement & production.
- ➤ Jointly developed simple and convenient user interface as well as handset design customized for Japanese market.



Planned release: Late Nov. 2005



## 6. "Family Discount-Wide Support-" Plan

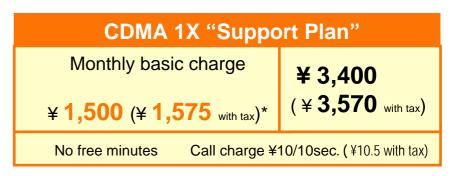
Family Discount -Wide Support-



Introduce "Family Discount-Wide Support-" plan to make it easier for the whole family, from primary and junior high school students to the over 60s agegroup, to use "au" mobile phones together

Automatically apply discount to the customers who meet all three conditions

- Primary and junior high school students, and the over 60s agegroup
- 2. CDMA 1X "support plan" subs
- 3. Family and yearly discount plan subs



\* Applied to "au" subs beyond their 4th month.

Within three months ¥2,000 (¥2,100 with tax).

Increase upper limit of family discount plan from 6 to 10 lines