OMRON Corporation (TSE: 6645; ADR: OMRNY; hereinafter ‘OMRON’), a global leader in automation, sensing and control technology, has announced that it has reached an agreement to transfer its wholly-owned subsidiary Omron Entertainment Co., Ltd. (‘OJE’) to Furyu Holdings Corporation.

1. Background & Purpose

OJE was established in July 2003 when OMRON spun off its entertainment business to form a separate, wholly-owned subsidiary. OJE’s business comprises three main segments: (1) the development, manufacture and marketing of photo sticker vending machines and other commercial games; (2) the provision of content, such as ‘decoration mail’, for mobile applications; (3) the provision of prizes for crane redemption games.

Based on its policy of concentrating management resources in its core business domains, OMRON has decided that there is no longer significant synergy between its main businesses and OJE. As a result, OMRON has resolved to transfer OJE in an arrangement whereby OJE’s current management will hold a majority share of the transferred company’s stock.
2. Details of the Transfer
All assets and liabilities associated with the business are to be transferred.

- Assets (all assets excluding cash and cash equivalents and loans within the Group)

  Current Assets
  - Accounts receivable, inventory assets, other

  Tangible Fixed Assets
  - Buildings, machinery & equipment, other

  Intangible Fixed Assets
  - Patents, software, other

  Investments
  - Investment securities, long-term prepaid expenses, other

- Liabilities (all liabilities excluding corporate, enterprise, and consumption taxes payable, and allowance for retirement benefits)

  Trade payables, accrued liability, accrued expenses, other

3. Overview of OJE
1. Trading Name Omron Entertainment Co., Ltd.
2. Major Business Lines Development, manufacture and sales of commercial game machines
   Development, manufacture and sales of prizes for commercial game machines
   Mobile content provision (photograph storage, decoration mail, etc.)
3. Representative Yoshiro Tasaka
4. Date of Establishment July 1, 2003
5. Location 2-3 Uguisudani-cho, Shibuya-ku, Tokyo
6. Number of Employees 84 (as of September 30, 2006)
7. Capital 400 million JPY
8. Annual Sales 10.8 billion JPY
9. Major Shareholders and Holdings OMRON Corporation (100%)
4. Overview of Furyu Holdings Corporation

1. Trading Name FURYU HOLDINGS CORPORATION

2. Major Business Lines
   - Development, manufacture and sales of commercial game machines
   - Development, manufacture and sales of prizes for commercial game machines
   - Mobile content provision (photograph storage, decoration mail, etc.)

3. Representative Yoshiro Tasaka

4. Location 2-3 Uguisudani-cho, Shibuya-ku, Tokyo

5. Schedule

   February 23, 2007 Preliminary agreement on transfer of business
   March 9, 2007 (planned) Conclusion of business transfer contract
   April 1, 2007 (planned) Transfer of business

6. Forecast
   There will be negligible effect to OMRON’s consolidated and non-consolidated financial results for the fiscal year ending March 2007.

About OMRON
Headquartered in Kyoto, Japan, OMRON Corporation is a global leader in the field of automation. Established in 1933 and headed by President and CEO Hisao Sakuta, OMRON has more than 30,000 employees in over 35 countries working to provide products and services to customers in a variety of fields including industrial automation, electronic components, social systems (ticket gate machines, ticket vending machines and traffic control) and healthcare. The company is divided into five regions and head offices are in Japan (Kyoto), Asia Pacific (Singapore), China (Shanghai), Europe (Amsterdam) and US (Chicago). For more information, visit OMRON’s website at www.omron.com