

# FY Ended March 2019 Full Year Appendix

April 26, 2019

[Disclaimer]

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These contents involve risk and uncertainty and the actual results may differ materially from these contents/comments.

# Consolidated Income Statements (Summary)

(JPY Billion)	2018/3				2019/3				2020/3
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Through 4Q	Forecast
<b>Sales</b>	<b>107.2</b>	<b>194.7</b>	<b>260.8</b>	<b>323.6</b>	<b>68.8</b>	<b>171.0</b>	<b>250.3</b>	<b>331.6</b>	<b>390.0</b>
Pachislot and Pachinko Machines	54.9	88.3	95.4	105.6	21.5	58.6	76.1	101.4	120.0
Entertainment Contents	50.2	101.5	157.9	208.0	45.0	107.2	166.2	219.6	259.0
Resort	2.0	4.7	7.3	9.9	2.3	5.1	7.9	10.5	11.0
<b>Operating Income</b>	<b>16.6</b>	<b>26.8</b>	<b>25.6</b>	<b>17.7</b>	<b>0.9</b>	<b>10.2</b>	<b>11.9</b>	<b>13.0</b>	<b>27.0</b>
Pachislot and Pachinko Machines	15.1	21.4	15.1	11.9	1.7	9.6	9.6	13.4	29.0
Entertainment Contents	3.7	10.1	17.2	14.8	1.6	6.1	10.6	9.8	11.0
Resort	-0.7	-1.2	-1.8	-2.5	-0.6	-1.1	-1.9	-2.4	-4.0
Other / Elimination	-1.5	-3.4	-4.9	-6.5	-1.8	-4.4	-6.4	-7.8	-9.0
Operating Income Margin	15.5%	13.8%	9.8%	5.5%	1.3%	6.0%	4.8%	3.9%	6.9%
Non-operating income	1.1	1.8	3.1	3.2	0.7	1.3	1.5	2.1	1.5
Non-operating expenses	1.5	3.3	4.4	6.4	0.9	2.3	4.4	7.7	5.5
<b>Ordinary Income</b>	<b>16.2</b>	<b>25.2</b>	<b>24.3</b>	<b>14.5</b>	<b>0.6</b>	<b>9.1</b>	<b>9.0</b>	<b>7.4</b>	<b>23.0</b>
Extraordinary income	0.5	0.8	0.8	0.9	0.0	1.7	1.7	8.2	-
Extraordinary losses	0.3	0.4	0.7	3.1	0.0	0.2	6.7	8.7	-
<b>Income before income taxes</b>	<b>16.4</b>	<b>25.6</b>	<b>24.4</b>	<b>12.4</b>	<b>0.7</b>	<b>10.6</b>	<b>4.0</b>	<b>6.9</b>	<b>23.0</b>
<b>Profit attributable to owners of parent</b>	<b>11.5</b>	<b>17.7</b>	<b>13.7</b>	<b>8.9</b>	<b>0.3</b>	<b>6.7</b>	<b>0.6</b>	<b>2.6</b>	<b>15.0</b>
<b>Dividends per share (JPY)</b>	<b>-</b>	<b>20.00</b>	<b>20.00</b>	<b>40.00</b>	<b>-</b>	<b>20.00</b>	<b>20.00</b>	<b>40.00*</b>	<b>40.00</b>
<b>Earnings per share (JPY)</b>	<b>49.22</b>	<b>75.78</b>	<b>58.68</b>	<b>38.10</b>	<b>1.44</b>	<b>28.60</b>	<b>2.90</b>	<b>11.27</b>	<b>63.90</b>
<b>Net Assets per share (JPY)</b>	<b>1,353.20</b>	<b>1,380.42</b>	<b>1,339.46</b>	<b>1,313.90</b>	<b>1,296.55</b>	<b>1,328.00</b>	<b>1,274.50</b>	<b>1,289.32</b>	<b>-</b>

※The year-end dividend for the fiscal year ended March 31, 2019 is the amount that the Company plans to pay and will be finalized at the Board of Directors' meeting to be held in May 2019.

# Costs and Expenses

(JPY Billion)	2018/3				2019/3				2020/3
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Through 4Q	Forecast
<b>R&amp;D Expense / Content</b>	<b>15.3</b>	<b>30.7</b>	<b>45.5</b>	<b>62.0</b>	<b>14.1</b>	<b>30.8</b>	<b>48.3</b>	<b>66.6</b>	<b>72.5</b>
<b>Production Expense</b>									
Pachislot and Pachinko Machines	4.5	9.7	13.8	17.3	3.5	7.8	12.1	17.0	15.9
Entertainment Contents	10.8	21.1	31.7	44.9	10.6	23.2	36.4	49.9	56.6
Resort	0.0	0.0	0.0	0.1	0.0	0.1	0.1	0.2	0.0
Other / Elimination	0.0	-0.1	0.0	-0.3	0.0	-0.3	-0.3	-0.5	0.0
<b>Cap-ex</b>	<b>5.0</b>	<b>10.3</b>	<b>16.2</b>	<b>24.1</b>	<b>6.4</b>	<b>17.8</b>	<b>24.3</b>	<b>34.4</b>	<b>24.8</b>
Pachislot and Pachinko Machines	1.0	1.9	2.7	3.6	0.8	3.0	3.7	5.0	4.7
Entertainment Contents	3.6	7.3	11.8	17.2	4.2	10.7	16.1	25.0	19.2
Resort	0.3	1.0	1.5	1.9	0.0	0.0	0.1	0.1	0.2
Other / Elimination	0.1	0.1	0.2	1.4	1.4	4.1	4.4	4.3	0.7
<b>Depreciation</b>	<b>4.2</b>	<b>8.2</b>	<b>12.2</b>	<b>16.2</b>	<b>3.9</b>	<b>7.4</b>	<b>10.8</b>	<b>14.5</b>	<b>13.6</b>
Pachislot and Pachinko Machines	1.5	2.8	4.1	5.3	1.1	2.1	3.0	4.0	3.4
Entertainment Contents	2.2	4.5	6.7	9.0	2.3	4.3	6.4	8.6	8.4
Resort	0.2	0.5	0.7	1.0	0.2	0.4	0.6	0.8	1.0
Other / Elimination	0.3	0.4	0.7	0.9	0.3	0.6	0.8	1.1	0.8
<b>Advertising</b>	<b>3.2</b>	<b>7.8</b>	<b>11.7</b>	<b>15.4</b>	<b>3.3</b>	<b>8.4</b>	<b>12.2</b>	<b>16.0</b>	<b>21.0</b>
Pachislot and Pachinko Machines	0.4	1.1	1.5	1.9	0.4	0.9	1.3	1.6	2.8
Entertainment Contents	2.5	5.4	8.6	11.8	2.6	6.3	9.3	12.5	16.1
Resort	0.1	0.2	0.3	0.4	0.0	0.1	0.2	0.3	0.4
Other / Elimination	0.2	1.1	1.3	1.3	0.3	1.1	1.4	1.6	1.7

# Consolidated Balance Sheet (Summary)

(JPY billion)				[Liabilities and Net Assets]			
[Assets]							
Account	As of end of March 2018	As of end of March 2019	Change	Account	As of end of March 2018	As of end of March 2019	Change
Cash and Deposits	157.8	137.4	-20.4	Accounts Payable	21.7	24.7	+3.0
Accounts Receivable	29.3	39.2	+9.9	Corporate Bonds	10.0	12.5	+2.5
Securities	24.6	14.5	-10.1	Short Term Loans Payable	15.8	13.3	-2.5
Inventories	40.5	50.0	+9.5	Other	36.9	37.0	+0.1
Other	20.1	19.3	-0.8	<b>Total Current Liabilities</b>	<b>84.4</b>	<b>87.5</b>	<b>+3.1</b>
<b>Total Current Assets</b>	<b>272.3</b>	<b>260.4</b>	<b>-11.9</b>	Corporate Bonds	22.5	10.0	-12.5
Tangible Fixed Assets	78.1	84.0	+5.9	Long Term Loans Payable	38.6	40.3	+1.7
Intangible Fixed Assets	23.4	15.2	-8.2	Other	17.4	21.4	+4.0
Investment Securities	70.2	73.4	+3.2	<b>Total Noncurrent Liabilities</b>	<b>78.5</b>	<b>71.7</b>	<b>-6.8</b>
Other	29.4	31.5	+2.1	<b>Total Liabilities</b>	<b>163.0</b>	<b>159.3</b>	<b>-3.7</b>
				Shareholders Equity	299.6	294.8	-4.8
				Total accumulated other comprehensive income	8.2	7.8	-0.4
				Subscription rights to shares	0.8	0.9	+0.1
				Non-controlling interests	1.6	1.7	+0.1
<b>Total Noncurrent Assets</b>	<b>201.1</b>	<b>204.1</b>	<b>+3.0</b>	<b>Total Net Assets</b>	<b>310.4</b>	<b>305.3</b>	<b>-5.1</b>
<b>Total Assets</b>	<b>473.4</b>	<b>464.6</b>	<b>-8.8</b>	<b>Total Liabilities and Net Assets</b>	<b>473.4</b>	<b>464.6</b>	<b>-8.8</b>

(JPY Billion)

## One-off expenses of relocation

	2018/3	2019/3
<b>Total</b>	<b>2.4</b>	<b>4.9</b>
Pachislot and Pachinko Machines	0.8	1.1
Entertainment Contents	1.4	3.0
Resort	0.0	0.0
Other / Elimination	0.2	0.8

# Segment Results: Pachislot and Pachinko Machines

(JPY Billion)	2018/3				2019/3				2020/3
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Through 4Q	Forecast
<b>Sales</b>	<b>54.9</b>	<b>88.3</b>	<b>95.4</b>	<b>105.6</b>	<b>21.5</b>	<b>58.6</b>	<b>76.1</b>	<b>101.4</b>	<b>120.0</b>
Pachislot	10.2	32.3	32.4	36.0	3.1	4.5	11.0	24.7	48.8
Pachinko	41.1	48.8	52.2	55.3	13.9	45.8	52.3	59.9	59.0
Other / Elimination	3.6	7.2	10.8	14.3	4.5	8.3	12.8	16.8	12.2
<b>Operating Income</b>	<b>15.1</b>	<b>21.4</b>	<b>15.1</b>	<b>11.9</b>	<b>1.7</b>	<b>9.6</b>	<b>9.6</b>	<b>13.4</b>	<b>29.0</b>
Operating Income Margin	27.5%	24.2%	15.8%	11.3%	7.9%	16.4%	12.6%	13.2%	24.2%
<b>Pachislot</b>									
<b>Number of Titles</b>	<b>3 titles</b>	<b>8 titles</b>	<b>8 titles</b>	<b>9 titles</b>	<b>1 title</b>	<b>1 title</b>	<b>3 titles</b>	<b>6 titles</b>	<b>10 titles</b>
<b>Unit Sales (units)</b>	<b>25,440</b>	<b>75,380</b>	<b>75,590</b>	<b>85,041</b>	<b>9,073</b>	<b>12,853</b>	<b>31,534</b>	<b>67,140</b>	<b>120,000</b>
<b>Pachinko</b>									
<b>Number of Titles</b>	<b>2 titles</b>	<b>4 titles</b>	<b>5 titles</b>	<b>5 titles</b>	<b>1 title</b>	<b>3 titles</b>	<b>5 titles</b>	<b>7 titles</b>	<b>9 titles</b>
<b>Unit Sales (units)</b>	<b>97,499</b>	<b>119,312</b>	<b>129,778</b>	<b>140,013</b>	<b>40,997</b>	<b>117,891</b>	<b>136,670</b>	<b>159,848</b>	<b>164,000</b>
Board + Frame	83,178	92,344	95,912	97,655	13,908	77,518	87,468	91,858	78,600
Board	14,321	26,968	33,866	42,358	27,089	40,373	49,202	67,990	85,400

# Segment Results: Pachislot and Pachinko Machines

## ■ Major Titles launched in 2019/3 and titles to be launched in 2020/3

New title

Specification changed title

~2019/3

2020/3~

Pachislot

Pachislot Hokuto No Ken  
Syura no kuni hen Rasetsu ver.

A-SLOT Twin Angel  
BREAK

Pachislot CHAIN  
CHRONICLE

Pachislot SOUTEN-NO-  
KEN PONYOU

Pachislot DISC UP

Pachislot Kaiji 4

A-SLOT DARTSLIVE

Type 6 Machines

Pachislot ARPEGGIO OF BLUE STEEL  
-ARS NOVA- Mental Model ver.

Pachislot Beast King  
Oujya no Houkou

Pachinko

Pachinko CR  
Nisemonogatari

Pachinko CR The Seven  
Deadly Sins

Pachinko STAR  
BLAZERS 2199

Dejihane PA Hokuto No  
Ken 7 Tenha

P The Seven deadly Sins  
Goyoku ver.

Pachinko CR Hokuto No Ken 7  
Hyakuretsuranbu

Pachinko CR Shin Hokuto  
Muso Chapter 2

Pachinko CR BLACK  
LAGOON 3

Dejihane CRA Guru Guru  
Derby

P SHOW BY ROCK!!

Dejihane CRA  
Nisemonogatari

Pachinko CR  
TOMORROW'S JOE

Pachinko CR Dracure!

### 2019/3 3Q Major titles and number of units sold

Pachislot title	Total sales	Installed from
Pachislot SOUTEN-NO-KEN PONYOU	21,047 units	January
Pachislot DISC UP	18,623 units	June
Pachislot Beast King Oujya no Houkou	7,441 units	March

Pachinko title	Total sales	Installed from
Pachinko CR Shin Hokuto Muso Chapter 2	63,003 units	September
Pachinko CR Hokuto No Ken 7 Hyakuretsuranbu	24,801 units	June
Pachinko CR Nisemonogatari	18,150 units	April

# Segment Results: Entertainment Contents Business

(JPY Billion)	2018/3				2019/3				2020/3
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Through 4Q	Forecast
<b>Sales</b>	<b>50.2</b>	<b>101.5</b>	<b>157.9</b>	<b>208.0</b>	<b>45.0</b>	<b>107.2</b>	<b>166.2</b>	<b>219.6</b>	<b>259.0</b>
Digital Games	9.5	19.3	28.9	38.5	9.0	19.3	29.4	40.8	43.0
Packaged Games	14.4	27.1	45.9	57.0	12.3	26.7	43.7	54.6	84.0
Amusement Machine Sales	10.4	22.6	33.9	47.1	9.6	28.3	40.9	54.7	55.0
Amusement Center Operations	9.0	19.6	29.2	39.0	9.4	20.7	30.7	40.9	44.0
Animation / Toy	5.1	10.3	16.9	22.5	3.6	10.2	18.3	24.5	30.0
Other / Elimination	1.8	2.6	3.1	3.9	1.1	2.0	3.2	4.1	3.0
<b>Operating Income</b>	<b>3.7</b>	<b>10.1</b>	<b>17.2</b>	<b>14.8</b>	<b>1.6</b>	<b>6.1</b>	<b>10.6</b>	<b>9.8</b>	<b>11.0</b>
Digital Games	1.2	2.0	3.3	3.3	-0.4	-1.4	-2.7	-1.9	2.0
Packaged Games	1.3	3.5	7.5	6.5	2.6	4.4	8.1	8.2	6.0
Amusement Machine Sales	0.5	2.4	3.6	2.7	0.2	2.3	3.0	1.5	0.5
Amusement Center Operations	0.4	1.7	2.2	2.7	0.5	1.9	2.2	2.6	2.5
Animation / Toy	0.1	0.7	1.6	2.0	-0.3	0.9	2.1	2.5	2.5
Other / Elimination	0.2	-0.2	-1.0	-2.4	-1.0	-2.0	-2.1	-3.1	-2.5
Operating Income Margin	7.4%	10.0%	10.9%	7.1%	3.6%	5.7%	6.4%	4.5%	4.2%
<b>No. of domestic amusement centers</b>	<b>190</b>	<b>189</b>	<b>191</b>	<b>189</b>	<b>189</b>	<b>189</b>	<b>191</b>	<b>190</b>	<b>195</b>
<b>YoY sales rate comparison of existing amusement centers</b>	<b>100.1%</b>	<b>101.5%</b>	<b>102.1%</b>	<b>101.9%</b>	<b>104.2%</b>	<b>104.5%</b>	<b>104.2%</b>	<b>104.0%</b>	<b>104.4%</b>



# Segment Results: Entertainment Contents Business

## Major Index / Digital Games (Digital Overall)

	2018/3				2019/3			
	1Q	2Q	3Q	4Q	1Q	2Q	3Q	4Q
<b>Sales (JPY Billion)</b>	<b>9.5</b>	<b>9.8</b>	<b>9.6</b>	<b>9.6</b>	<b>9.0</b>	<b>10.3</b>	<b>10.1</b>	<b>11.4</b>
<b>Domestic</b>								
Average MAU (Thousands, 3 months average)*1	3,440	3,310	3,220	2,910	6,880	5,420	4,690	7,900
ARPPMAU (JPY) *2	2,502	2,435	2,321	2,502	1,123	1,507	1,581	1,029
Share of sales for top 3 titles *3	59.6%	57.7%	51.5%	53.9%	46.2%	43.1%	38.1%	41.7%
<b>Overseas</b>								
Composition ratio of sales	10.4%	10.7%	16.1%	16.3%	11.5%	13.7%	19.2%	21.4%
<b>Other indicators</b>								
Number of Titles (Domestic)	25	21	22	23	25	24	25	23
Number of New Titles (Domestic)	1	0	1	1	3	1	2	2
Ratio of advertising expense to net sales *4	8.2%	11.2%	10.1%	9.5%	11.7%	10.4%	9.1%	9.3%

## TOP 3 Titles (Digital Game)

Title	Release
1. PHANTASY STAR ONLINE 2	2012/7
2. Puyo puyo!! Quest	2013/4
3. SHIN MEGAMI TENSEI Liberation Dx2	2018/1

Only free-to-play titles are covered for the calculation of number of titles under service, Domestic MAU, Domestic ARP MAU and number of downloads. (Pay-to-play models are not included.)

\*1. Average MAU (Monthly Active Users) over 3 months

\*2. Calculated from dividing sales by MAU (Monthly Active Users)

\*3. Sales percentage for top 3 titles in sales

\*4. Advertising expense percentage for total digital sales of each quarter

\*Top three titles in domestic sales in the period of Jan-Mar 2019

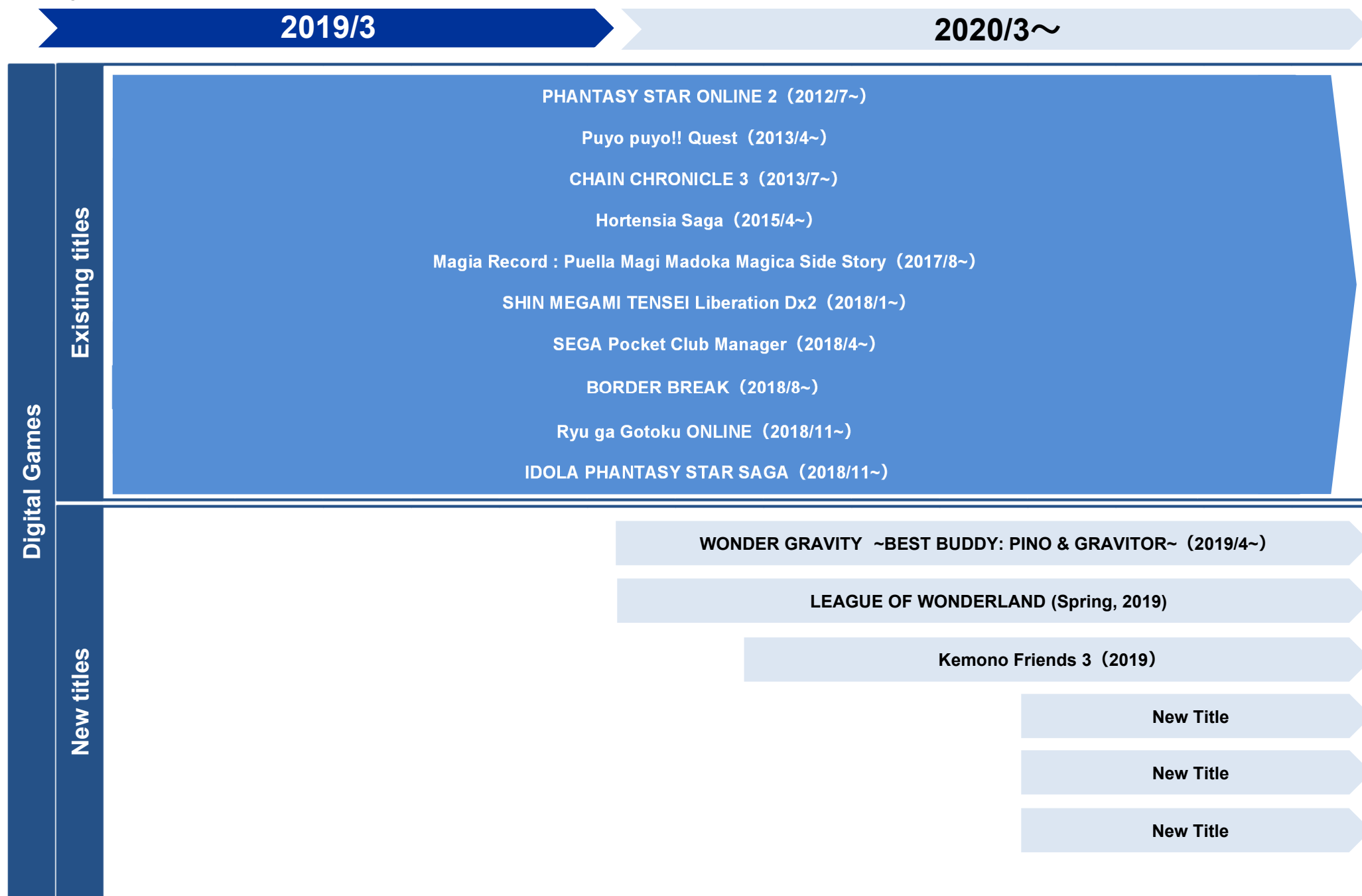
# Segment Results: Entertainment Contents Business

	2018/3				2019/3				2020/3
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Through 4Q	Forecast
<b>Packaged Games: Number of Titles</b>	<b>6 titles</b>	<b>16 titles</b>	<b>27 titles</b>	<b>38 titles</b>	<b>5 titles</b>	<b>18 titles</b>	<b>26 titles</b>	<b>31 titles</b>	<b>32 titles</b>
Japan	1 title	3 titles	6 titles	11 titles	2 titles	3 titles	5 titles	7 titles	10 titles
Asia	2 titles	6 titles	10 titles	15 titles	-	3 titles	6 titles	7 titles	10 titles
North America / Europe	3 titles	7 titles	11 titles	12 titles	3 titles	12 titles	15 titles	17 titles	12 titles
<b>Packaged Games: Sales in Units (Thousands)</b>	<b>4,560</b>	<b>8,650</b>	<b>14,280</b>	<b>17,330</b>	<b>5,700</b>	<b>11,180</b>	<b>18,510</b>	<b>23,440</b>	<b>25,190</b>
<b>Japan</b>	<b>150</b>	<b>420</b>	<b>950</b>	<b>1,540</b>	<b>280</b>	<b>640</b>	<b>1,460</b>	<b>1,850</b>	<b>3,840</b>
New titles	40	200	520	950	120	230	660	830	3,330
Repeat titles	110	220	420	590	160	410	800	1,020	510
<b>Asia</b>	<b>140</b>	<b>230</b>	<b>550</b>	<b>810</b>	<b>120</b>	<b>370</b>	<b>590</b>	<b>770</b>	<b>1,490</b>
New titles	60	100	350	540	-	30	150	190	1,010
Repeat titles	70	130	190	270	120	340	440	580	480
<b>North America / Europe</b>	<b>4,260</b>	<b>8,000</b>	<b>12,780</b>	<b>14,980</b>	<b>5,300</b>	<b>10,170</b>	<b>16,460</b>	<b>20,820</b>	<b>19,860</b>
New titles	1,200	2,850	5,700	6,640	730	1,620	2,610	3,070	6,350
Repeat titles	3,060	5,150	7,080	8,340	4,570	8,550	13,850	17,750	13,510
<b>Total New titles</b>	<b>1,310</b>	<b>3,150</b>	<b>6,580</b>	<b>8,130</b>	<b>850</b>	<b>1,880</b>	<b>3,420</b>	<b>4,090</b>	<b>10,690</b>
<b>Total Repeat titles</b>	<b>3,250</b>	<b>5,500</b>	<b>7,700</b>	<b>9,200</b>	<b>4,850</b>	<b>9,300</b>	<b>15,090</b>	<b>19,350</b>	<b>14,500</b>

## 2019/3 Major Titles

2019/3 titles	Release	Platform	Launched region
Yakuza 6: The Song of Life	2018/4	PS4/PC	North America / Europe
Football Manager 2019	2018/11	PC	Japan / Asia / North America / Europe
Judgment	2018/12	PlayStation®4	Japan / Asia
Repeat titles		Platform	Launched region
Total War series		PC	Japan / Asia / North America / Europe
Sonic series		Multi Platform	Japan / Asia / North America / Europe
Yakuza series		PlayStation®4 / PC	Japan / Asia / North America / Europe

## ■ Major Titles in 2019/3 and titles to be launched in and after 2020/3



## ■ Major Titles in 2019/3 and titles to be launched in and after 2020/3

2019/3		2020/3~		
Packaged Games	Yakuza 6: The Song of Life	Football Manager 2019	Total War: THREE KINGDOMS	Mario & Sonic at the Olympic Games Tokyo 2020
	Ryu ga Gotoku 3 (PS4)	Judgment	Team Sonic Racing	Project Sakura Wars
	Sonic Mania Plus	Persona Q2: New Cinema Labyrinth	Olympic Games Tokyo 2020 - The Official Video Game	New Ryu ga Gotoku Series Installment
Amusement Machine Sales	<Existing titles> KanColle Arcade / StarHorse Series / WORLD CLUB Champion Football Series			
	UFO CATCHER TRIPLE TWIN	Fate/Grand Order Arcade	CHUNITHM AMAZON PLUS	maimai DELUX
	O・N・G・E・K・I	WCCF FOOTISTA 2019	StarHorse4	Kemono Friends 3 Planet Tours
Animation /Toys	Detective Conan: Zero the Enforcer	BAKI	Detective Conan The Fist of Blue Sapphire	
	Anpanman: Shine! Kulun and the Stars of Life	BETWEEN THE SKY AND SEA	SOREIKE ! ANPANMAN KIRAMEKE ! AISUNOKUNINOBANIRAHIME (Working Title)	
	“ANPANMAN” D.I.Y. Dokin-UFO	Disney&Disney/Pixer Characters Magical Me Pad		
	Shuwa Bomb	“Moving Picture Book” Projector Dream Switch	New products and regular products	
	WHOareYOU?			

# Segment Results: Resort Business

(JPY Billion)	2018/3				2019/3				2020/3
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Through 4Q	Forecast
Sales	2.0	4.7	7.3	9.9	2.3	5.1	7.9	10.5	11.0
Operating Income	-0.7	-1.2	-1.8	-2.5	-0.6	-1.1	-1.9	-2.4	-4.0

## <PHOENIX RESORT>

Sales	1.8	4.2	6.7	9.2	2.1	4.7	7.4	10.0	10.6
Operating Income	-0.3	-0.4	-0.5	-0.6	-0.2	-0.2	-0.2	-0.0	0.1
No. of facility users (Thousands)	126	296	449	607	168	418	608	812	837
3 accommodation facilities	57	156	237	323	67	181	266	357	379
2 golf courses	25	46	70	93	24	45	69	94	100
Other facilities	44	94	142	191	77	192	273	361	358

## <PARADISE SEGASAMMY \*>

	2018/3				2019/3				2020/3
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Through 4Q	Forecast
Sales (Billion KRW)	22	62	129	200	65	129	213	301	-
Operating Income (Billion KRW)*	-12	-30	-30	-32	0	-1	0	-20	-
Number of casino visitors (Thousands)	17	59	117	182	57	128	207	295	-

\* PARADISE SEGASAMMY Co., Ltd. is an equity method affiliate

\* Figures for PARADISE SEGASAMMY Co., Ltd. are recorded with three months delay

\* Local accounting standards

# Segment Results: Resort Business (Phoenix Seagaia Resort)



■ Exterior



■ Golf Course



■ Convention Center

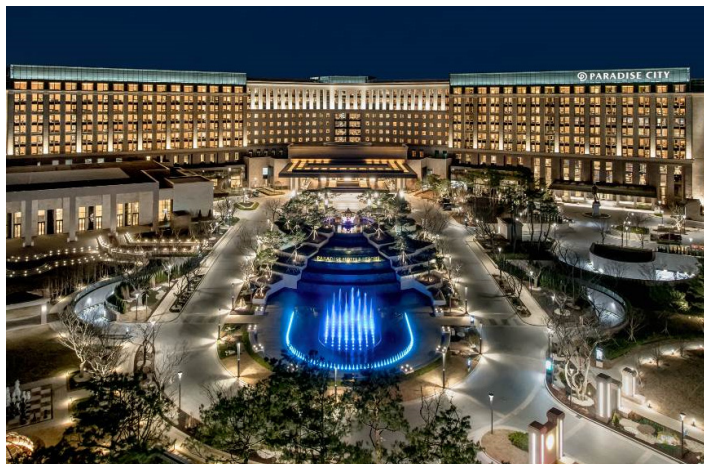
## <Overview>

<b>Facility name</b>	Phoenix Seagaia Resort	
<b>Operating company</b>	Phoenix Resort Co., Ltd.	
<b>Facility address</b>	3083 Aza Hamayama, O-Aza Shioji, Miyazaki City, Miyazaki Prefecture	
<b>Number of employees</b>	747 (as of March 31, 2019) (including, concurrent officers, full-time employees, seconded employees, contract employees and part-time employees)	
<b>Site area</b>	2,511,144m <sup>2</sup>	
<b>Facility composition</b>	Hotel	950 rooms (Sheraton Grande Ocean Resort, Luxze Hitotsuba and Cottage HIMUKA)
	Golf courses	45 holes (Phoenix Country Club, Tom Watson Golf Course) Phoenix Golf Academy
	Convention Center	Approx. 5,500 m <sup>2</sup> (capacity for approx. 5,000 people)
	Other Entertainment facilities etc.	Spa, hot springs, fitness club, horse riding club, tennis court and wedding halls

## <Access>

- Miyazaki Airport      20-minute by car
- JR Miyazaki train station      Approx. 25-minute by public bus (chargeable)
- Express way      15-minute by car
- Approx. 25-minute drive from Miyazaki Interchange





■ Exterior



■ Casino facility



■ Lobby lounge (Hotel)

## <Overview>

Facility name	PARADISE CITY
Operating company	PARADISE SEGASAMMY Co.,Ltd.
Facility address	186, Yeongjonghaeannam-ro 321-gil, Jung-gu, Incheon, Republic of Korea
Number of employees	2,778 (as of March 31, 2019) (including, concurrent officers, full-time employees, seconded employees, contract employees and part-time employees)
Site area	330,000m <sup>2</sup>
Investment amount	Approx. 1,567.5 billion KRW (amount invested by SEGA SAMMY: 331.9 billion KRW; shareholding ratio: 45%)
Facility composition	<ul style="list-style-type: none"> <li>• Casino (table games: 158 units, electronic table games: 4 units 62 seats, slot machines: 291 units)</li> <li>• Hotel (711 rooms; additional facilities: restaurant, banquet hall, indoor and outdoor pools, etc.)</li> <li>• Convention</li> <li>• SPA •CLUB •Boutique Hotel (58 rooms)</li> <li>• PLAZA (Commercial facility / cultural center, shopping mall)</li> <li>• WONDER BOX (for families)</li> </ul>

## <Overview of Incheon International Airport>

- Number of users: 68.25 million (2018)
- Terminal 2, which is able to accommodate 18 million passengers, opened on January 18, 2018

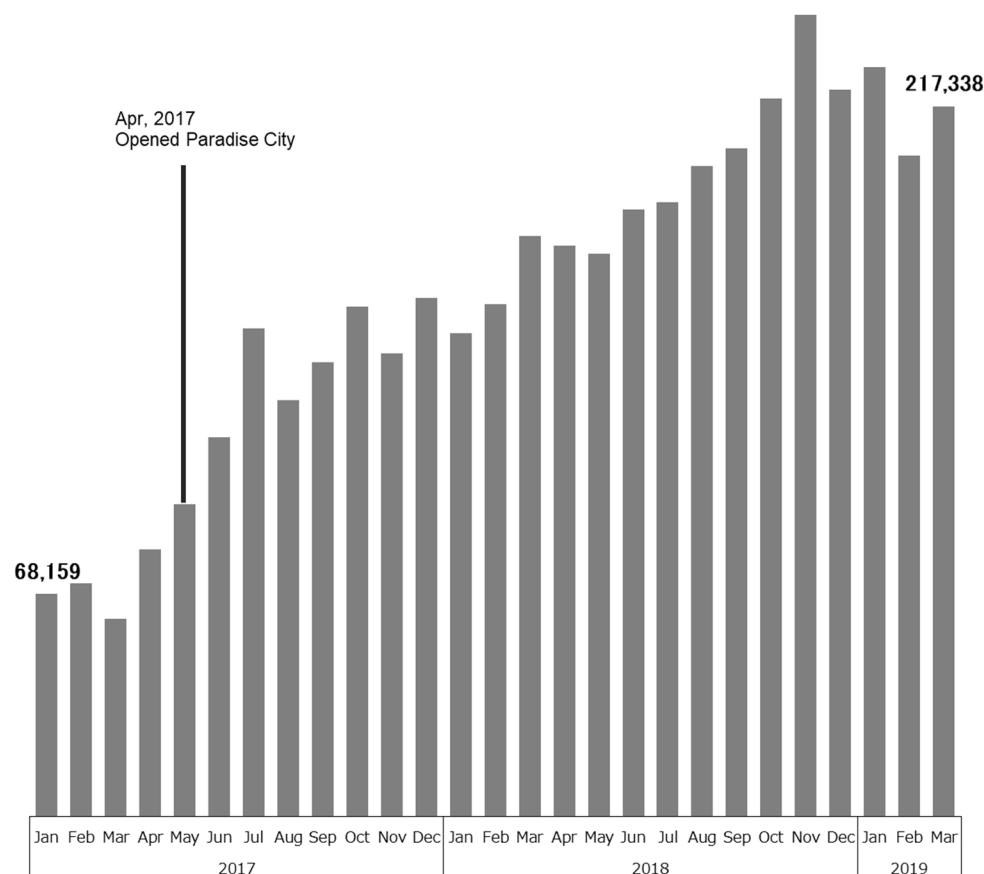
## <Access to PARADISE CITY>

- 3-minute drive by car or shuttle bus (free of charge)  
5-minute ride on linear monorail (free of charge) and 15-minute walk from Incheon International Airport
- Also a 5-minute drive from Incheon Interchange on the expressway

## Transition of Drop\* amount at Paradise SegaSammy

\*Drop : The amount of cash exchanged for chips by customers at the table

(KRW Millions)



(KRW Billion)

		FY 2018/3	FY 2019/3
Sales		200.5	301.6
	Casino	174.9	248.6
	Hotel	25.6	50.3
	Other	-	2.8
Cost of sales		176.0	285.0
	Casino	117.9	161.6
	Hotel	58.1	99.2
	Other	-	24.2
Gross profit		24.4	16.6
SG&A		57.2	37.4
Operating profit		-32.7	-20.8
EBITDA		-6.2	20.0
Net profit		-46.8	-53.0

Source: Paradise IR

SEGASAMMY		
Equity method acquisition amount (Billion yen)	-2.8	-3.1

\* PARADISE SEGASAMMY Co., Ltd. is an equity method affiliate of SEGA SAMMY HOLDINGS INC.

\* Figures for PARADISE SEGASAMMY Co., Ltd. are recorded with three months delay



<b>Casino facility</b>	Upper limit for square measures of gaming areas within casino facility is 3% of the total floor area of IR facilities
<b>Facility No.1: International convention and conference facilities</b>	Capacity of the largest international convention and conference room must be more than 1,000 people. Total capacity of whole international convention and conference facilities must be more than twice of the capacity of the largest international convention and conference room.
<b>Facility No.2: Exhibition facilities</b>	<p>Square measures of exhibition facilities must meet the standards according to the below tier based on capacity of the largest international convention and conference room.</p> <p>(Capacity of the largest international convention and conference room)</p> <ul style="list-style-type: none"> <li>• More than 1,000 and less than 3,000 people ⇔ Total floor area of exhibition facilities: more than 120K m<sup>2</sup></li> <li>• More than 3,000 and less than 6,000 people ⇔ Total floor area of exhibition facilities: more than 60K m<sup>2</sup></li> <li>• More than 6,000 people ⇔ Total floor area of exhibition facilities: more than 20K m<sup>2</sup></li> </ul>
<b>Facility No.3: Facilities enhancing the attractiveness of tourism</b>	Theater, entertainment hall, concert hall, stadium, cinema, museum, gallery, restaurant and other facilities that contribute enhancing the attractiveness of Japanese tourism
<b>Facility No.4: Facilities with customer transfer functions</b>	Facilities satisfying below 4 conditions 1) showcase function, 2) concierge function, 3) multilingual support function, 4) sufficient facility scale
<b>Facility No.5: Accommodation facilities</b>	Total square measures for floor area of all guest rooms must be more than 100K m <sup>2</sup> and facilities must have suite rooms with appropriate square measures and certain ratio of suite rooms.
<b>Facility No. 6 Other facilities</b>	Facility contributing to the promotion of visit and stay of domestic and inbound tourists
<b>Other: Restriction of casino ads</b>	Can apply only to places where foreign travelers can stay until they complete immigration procedures at airports operating international flights and passenger terminals of ports where foreign cruise ships are in service
<b>Other: Transaction subject to report</b>	Cash transactions exceeding 1 million yen between casino business operators and customers

## < APPENDIX : Overview of revision to the rules >

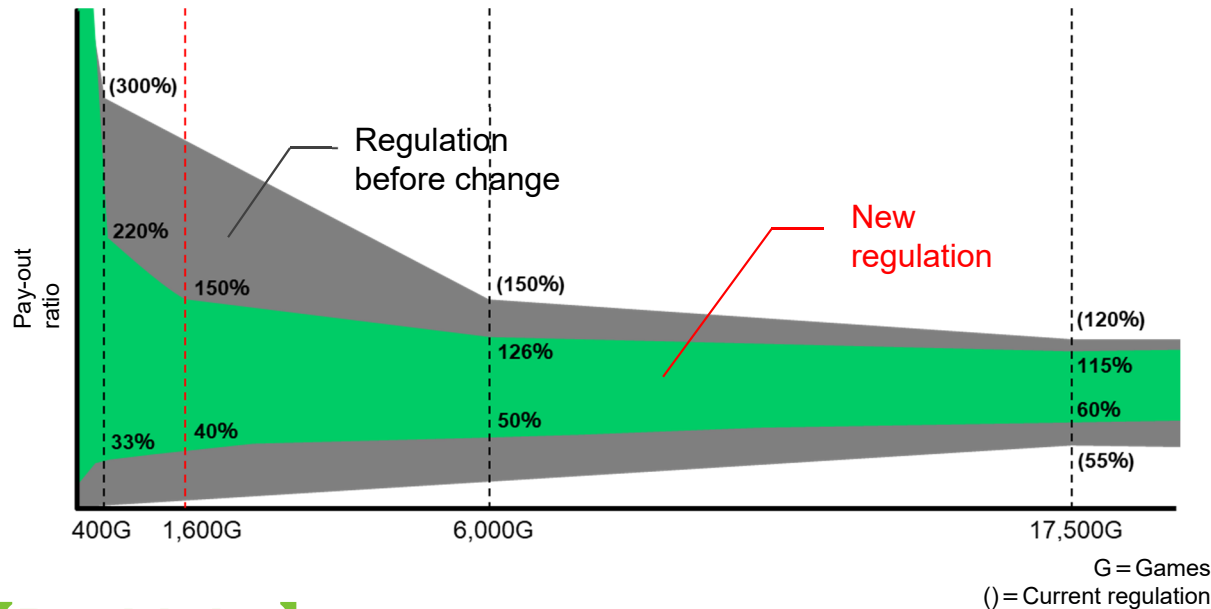
<b>Date of enforcement</b>	<b>February 1, 2018</b>
<b>Pachislot and pachinko machine manufacturers</b>	(1) Matters related to regulations of pay-out balls/medals (2) Addition of standards for pachislot and pachinko machines with which pay-out balls/medals information can be easily checked (3) Introduction of “multi stage payout-ratio” to pachinko machines
<b>Pachinko halls</b>	(4) Addition of responsibilities of administrators

- ✓ **Curbing of gambling element is intended in the matters related to regulations of pay-out balls/medals.**
- ✓ **“Multi stage payout-ratio” is newly approved for pachinko machines.**

\*(2) Able to play without touching balls and medals (record and pay-out electronically)

## <APPENDIX : Comparisons of pay-out ratio (image)>

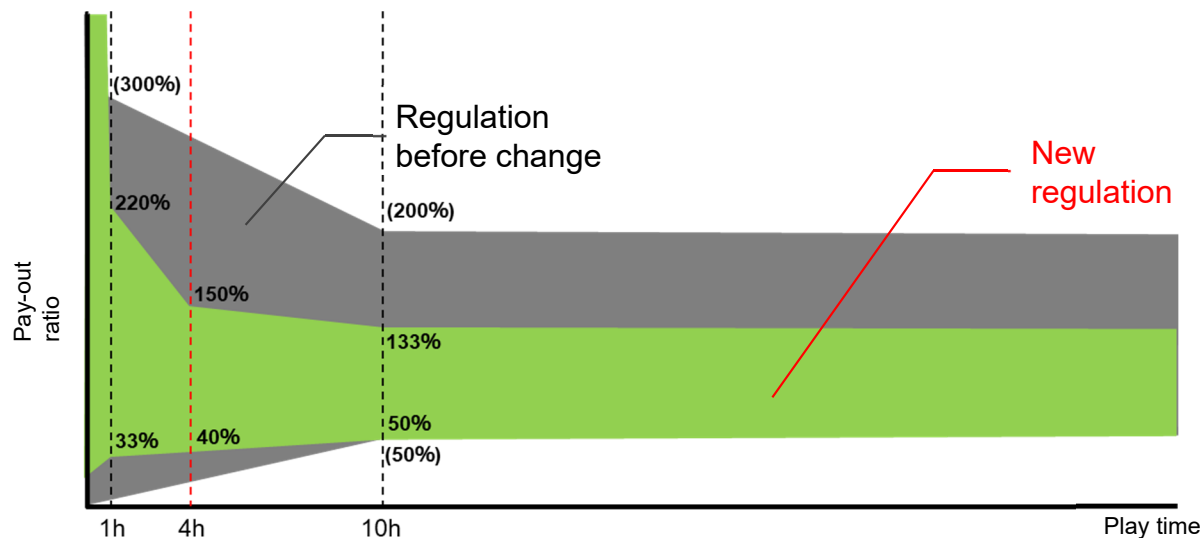
### [Pachislot]



✓ Machines will be transformed to become more playable with the setting of the lower limit of pay-out probability.

✓ The introduction of “multi stage payout-ratio” will allow broader ways to play.

### [Pachinko]



$$\text{Pay-out ratio} = \frac{\text{Balls and medals played out}}{\text{Balls and medals used}}$$

## <APPENDIX : Outline of revisions to regulations >

### 【Pachislot】

Content	Test				Multi stage payout-ratio	Number of pay-out medals when hitting a jackpot (Upper limit)
	400G	1,600G	6,000G	17,500G		
Regulation before change	Less than 300%	—	Less than 150%	Over 55% and less than 120%	Up to 6 stages	480
New regulation	Over 33% and less than 220%	Over 40% and less than 150%	Over 50% and less than 126%	Over 60% and less than 115%	Up to 6 stages	300

G=Games

### 【Pachinko】

Content	Test			Multi stage payout-ratio	Number of pay-out balls when hitting a jackpot (Upper limit)
	1 hour	4 hours	10 hours		
Regulation before change	Less than 300%	—	Over 50% and less than 200%	—	2,400
New regulation	Over 33% and less than 220%	Over 40% and less than 150%	Over 50% and less than 133%	Up to 6 stages	1,500

## Schedule for revision of rules (Pachislot)

		2018/2/1	2021/1/31
Pachislot	• Former standard machines*1	Application	Not allowed
		Sales	Not allowed
	• No. 5.5-type machines	Installation	Sequential removal due to expiration
		Certification*2	
	Machines before change (No. 5.9-type)	Application	
		Sales	
		Installation	Sequential removal due to expiration
		Certification*2	
	Pachislot under new regulation (No. 6-type)	Application	
		Sales	
		Installation	
		Certification	

- ✓ Machines before change of regulation (No. 5.9-type machines) can be sold a certain period of time after the revision.

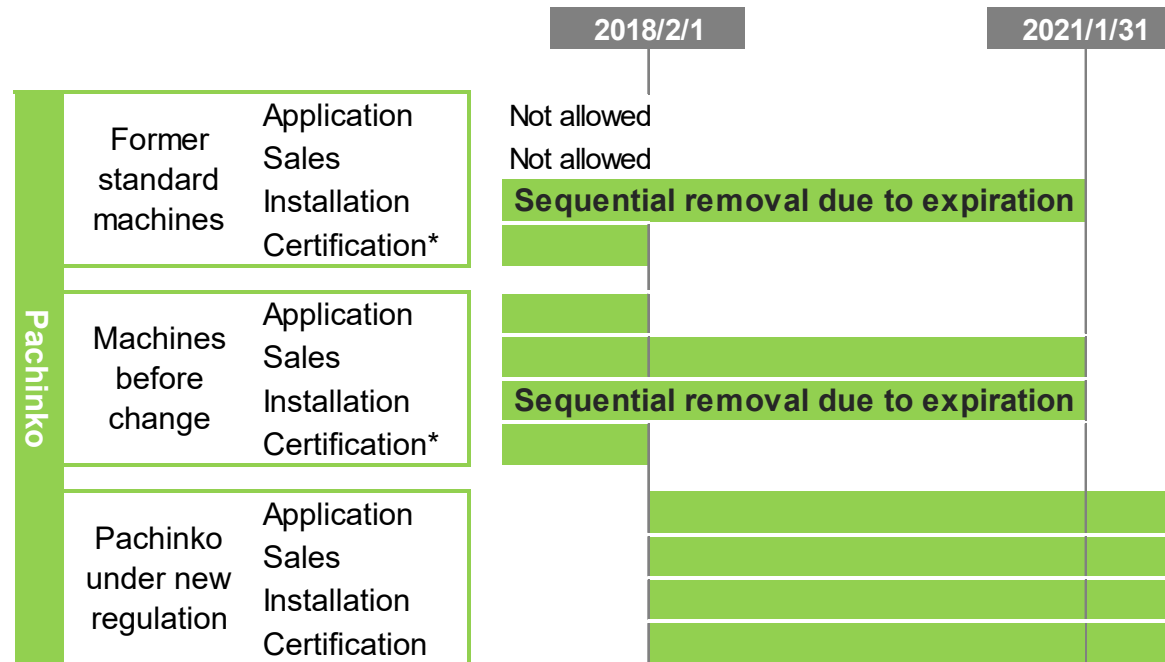
〈Pachislot under new regulation〉

- ✓ Voluntary regulations were changed in line with the revision to the rules
- ✓ Curbed gambling element but range of game elements will expand

\*1 The old machines that acquired the certification by 2015/3/31 are subject to certification

\*2 The deadline of application for certification was January 31, 2018 (Installation allowed for three years after becoming certified).

## Schedule for revision of rules (Pachinko)



\* The deadline of application for certification was January 31, 2018  
(Installation allowed for three years after becoming certified).

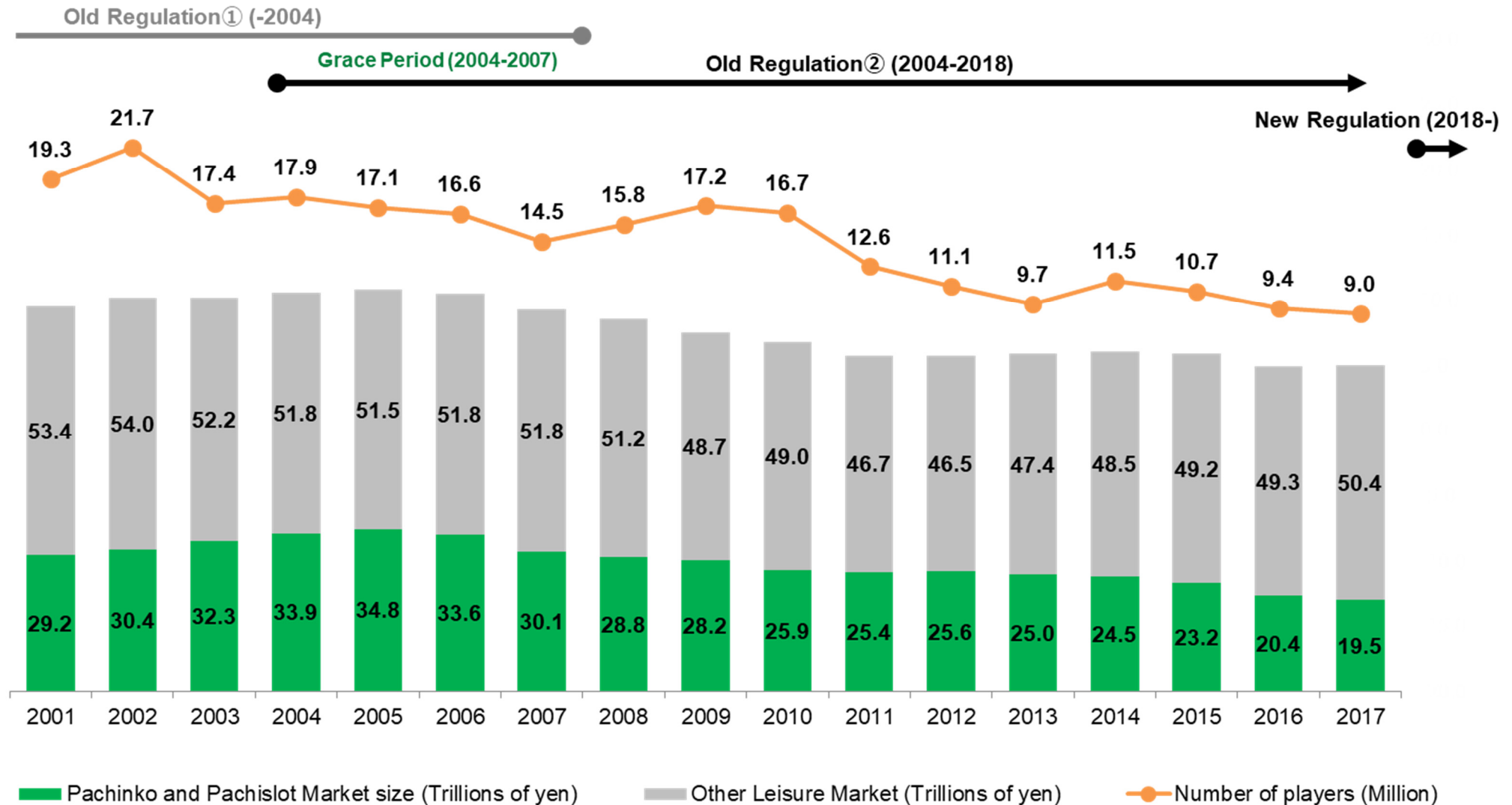
✓ Machines before change of regulation can be sold a certain period of time after the revision.

〈Pachinko under new regulation〉

✓ Voluntary regulations were changed in line with the revision to the rules

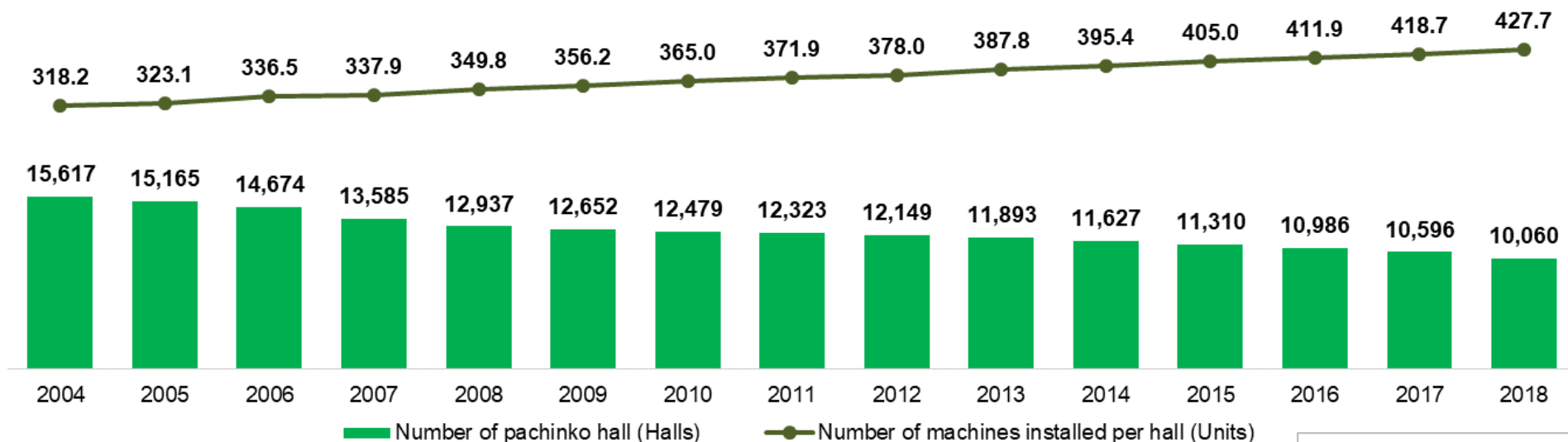
✓ Partially curbed gambling element

## Transition of market size and number of players



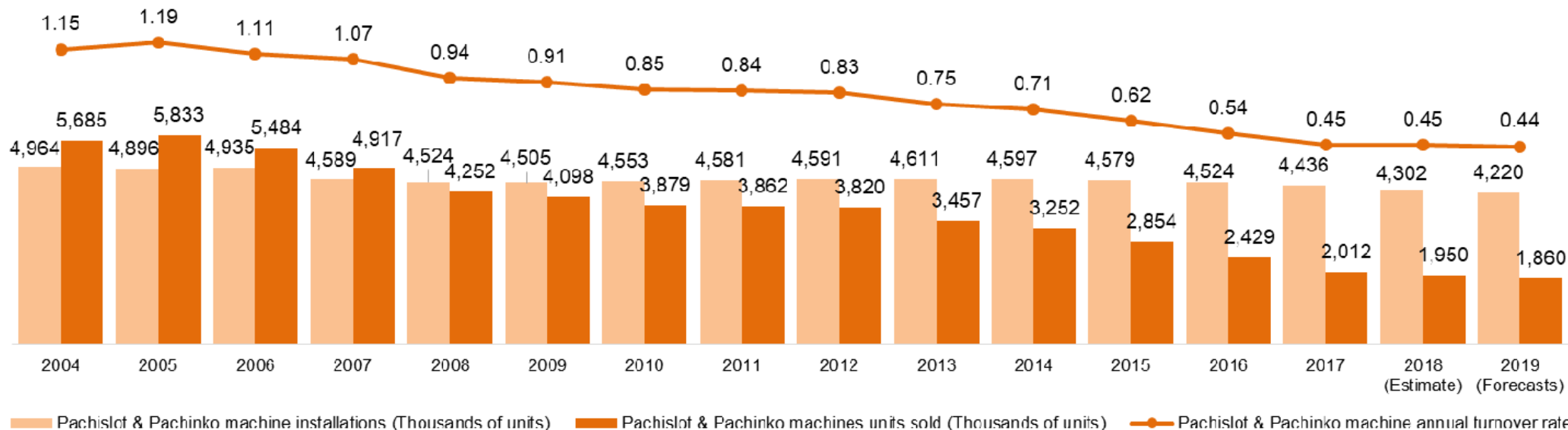
Source: White Paper on Leisure Industry 2017, Japan Productivity Center

Transition of number of pachinko halls and number of machines installed per hall



Sources : National Police Agency

Pachislot & Pachinko machine Installations, Unit sales and Annual turnover

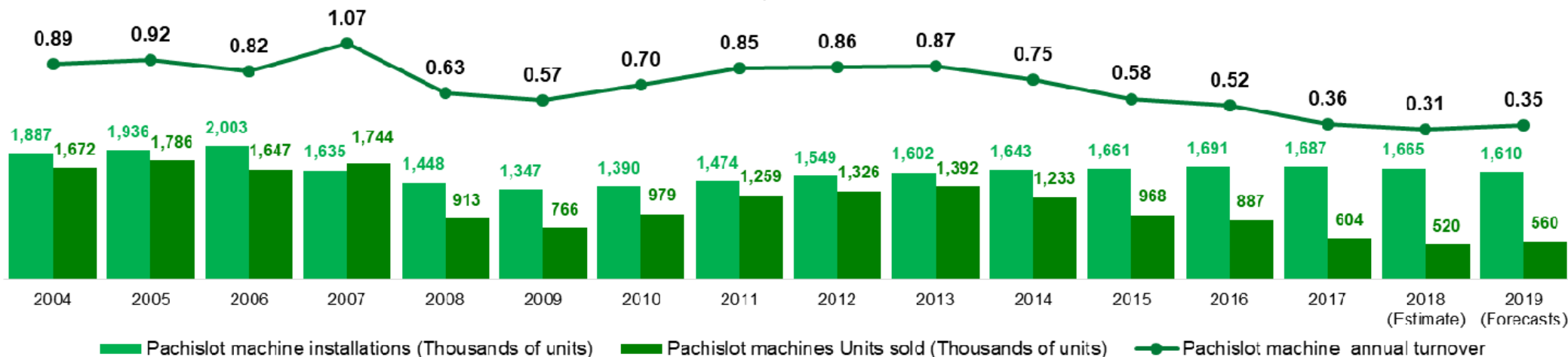


Sources: National Police Agency and Yano research Institute Ltd. (\*The data for 2018,2019 are our forecasts)

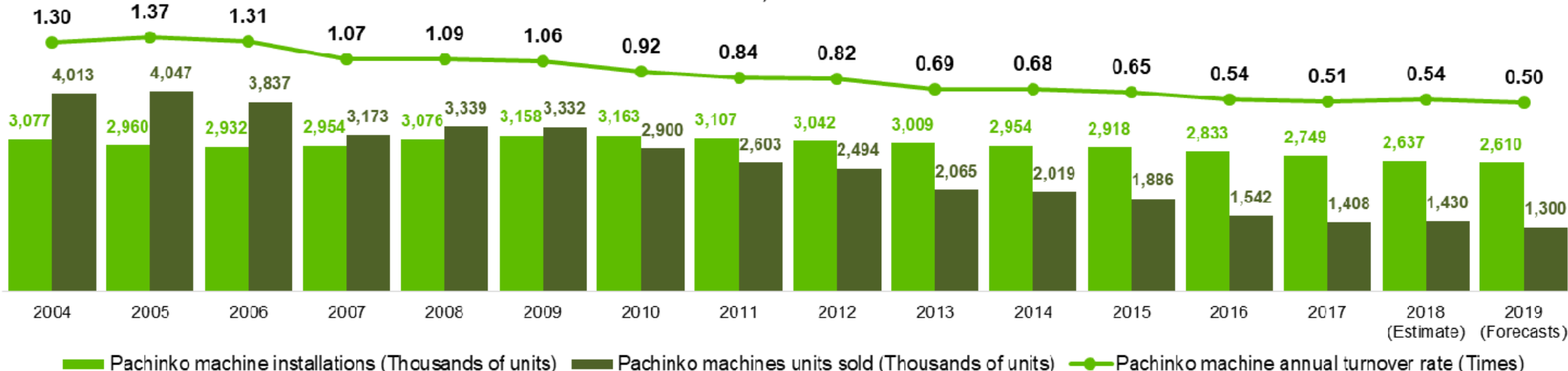


# Pachinko and Pachislot Machine Markets

Pachislot machine installations, unit sales and annual turnover rate

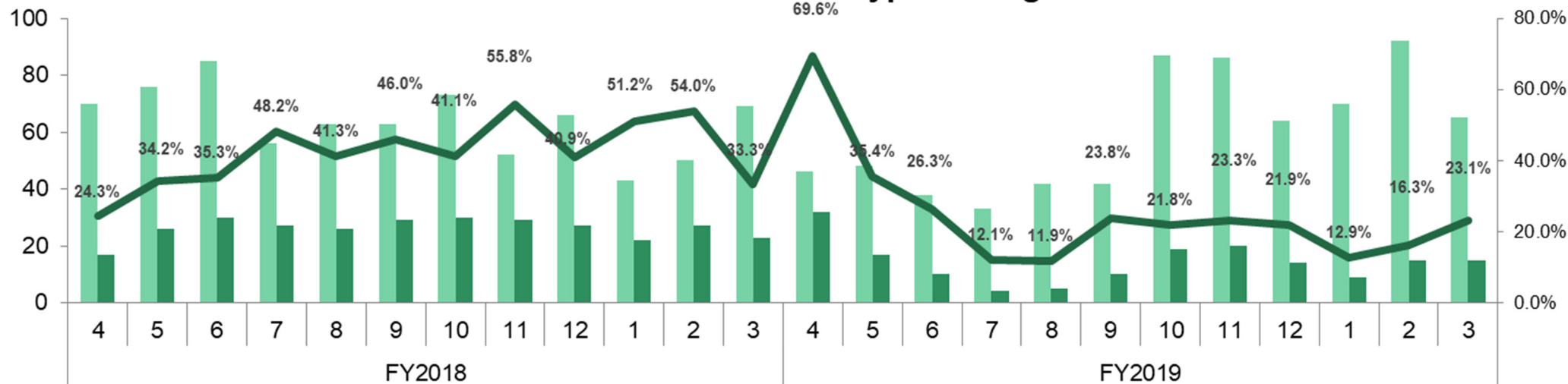


Pachinko machine installations, unit sales and annual turnover rate



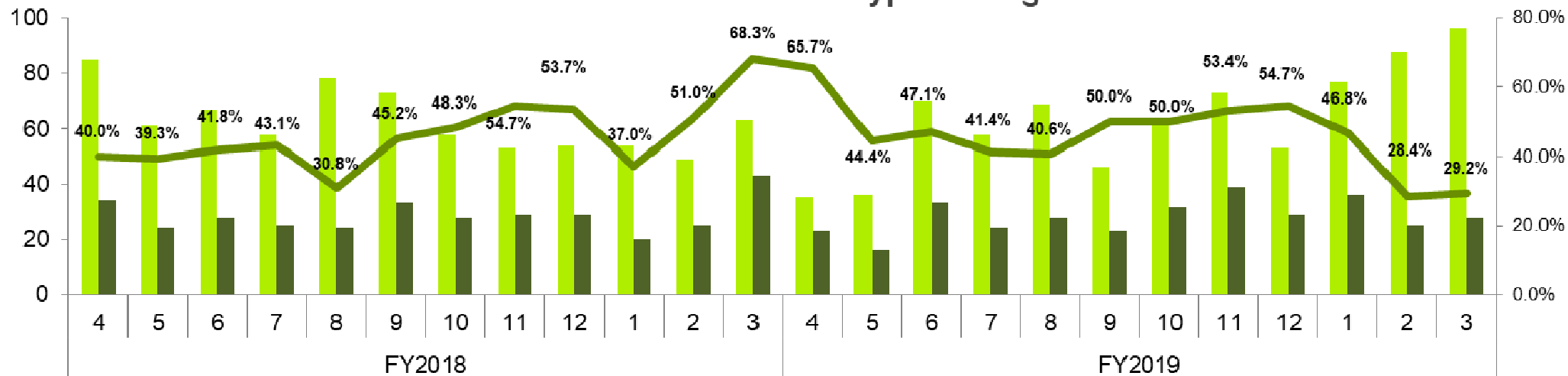
Sources: National Police Agency and Yano research Institute Ltd. (\*The data for 2018, 2019 are our forecasts)

## Pachislot machines: Prototype testing results



■ Pachislot machines: Issuance of prototype (left) ■ Pachislot machines: Number of approval (left) — Pachislot machines: Approval rate (right)

## Pachinko machines: Prototype testing results



■ Pachinko machines: Issuance of prototype (left) ■ Pachinko machines: Number of approval (left) — Pachinko machines: Approval rate (right)

Source: Security Communications Association

## Share of Annual Pachislot Machine Sales

Rank	2013			2014			2015			2016			2017		
	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share
1	Sammy	301,575	21.7%	Sammy	207,828	16.8%	UNIVERSAL	165,000	17.0%	Sammy	215,736	24.3%	K company	107,000	17.7%
2	UNIVERSAL	215,000	15.5%	UNIVERSAL	205,000	16.6%	Sammy	142,337	14.7%	UNIVERSAL	203,000	22.9%	D company	100,000	16.5%
3	HEIWA/ OLYMPIA	120,000	8.6%	DAITO	128,000	10.4%	HEIWA/ OLYMPIA	113,997	11.8%	KITA DENSHI	90,500	10.2%	Sammy	85,041	14.1%
4	SANKYO	116,291	8.4%	YAMASA	108,000	8.8%	KITA DENSHI	100,000	10.3%	HEIWA/ OLYMPIA	80,953	9.1%	U company	43,000	7.1%
5	DAITO	102,000	7.3%	HEIWA/ OLYMPIA	92,763	7.5%	SANKYO	80,125	8.3%	Enterrise	57,000	6.4%	Y company	38,000	6.3%

## Share of Annual Pachinko Machine Sales

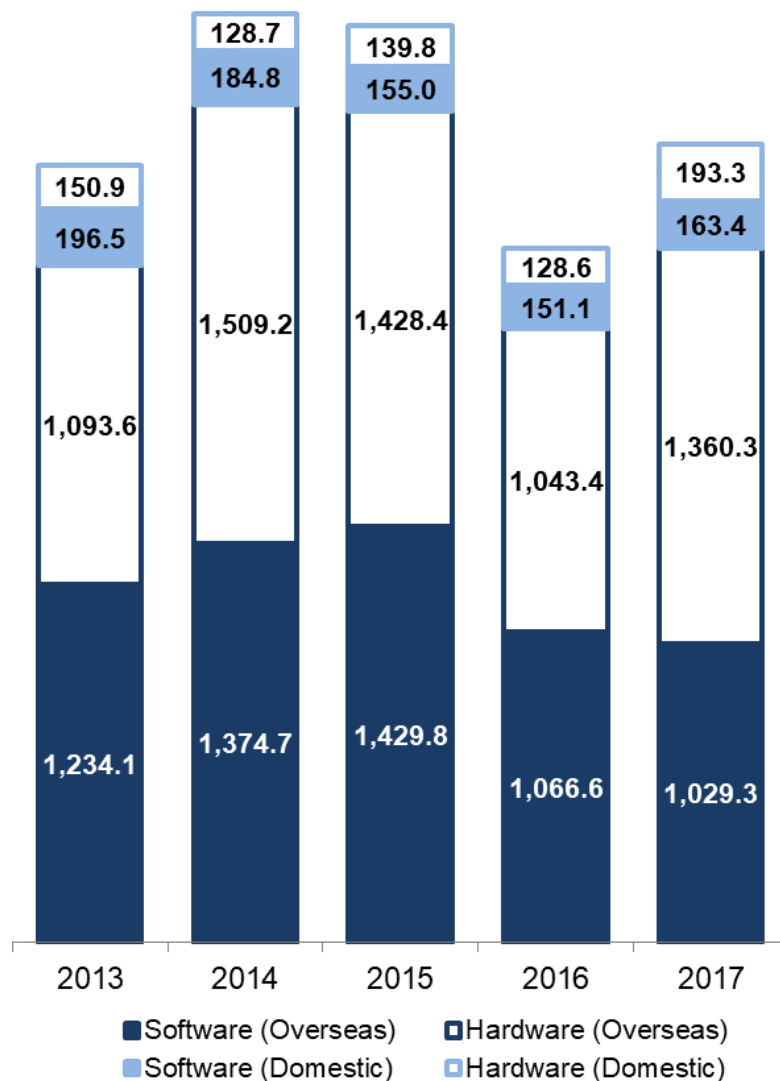
Rank	2013			2014			2015			2016			2017		
	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share
1	KYORAKU	349,000	17.0%	SANYO	330,000	16.3%	Sansei R&D	300,000	15.9%	SANYO	306,000	19.8%	S company	330,000	23.4%
2	SANYO	315,000	15.4%	SANKYO	329,892	16.3%	SANKYO	296,346	15.7%	Sansei R&D	209,000	13.5%	S company	171,919	12.2%
3	SANKYO	291,967	14.3%	KYORAKU	308,000	15.3%	SANYO	275,000	14.6%	HEIWA/ OLYMPIA	192,761	12.5%	Sammy	140,013	9.9%
4	Sammy	200,225	9.8%	HEIWA/ OLYMPIA	252,103	12.5%	HEIWA/ OLYMPIA	234,616	12.4%	SANKYO	172,954	11.2%	K company	140,000	9.9%
5	HEIWA/ OLYMPIA	197,000	9.6%	Sammy	241,425	12.0%	Newgin	220,000	11.7%	Newgin	160,000	10.4%	S company	130,000	9.2%
6	Sammy	199,014	10.5%	Sammy	138,321	9.0%									

Source: Yano Research Institute Ltd.

\*Estimated by Yano Research Institute Ltd. with fiscal years from July of each year through June the following year as criteria

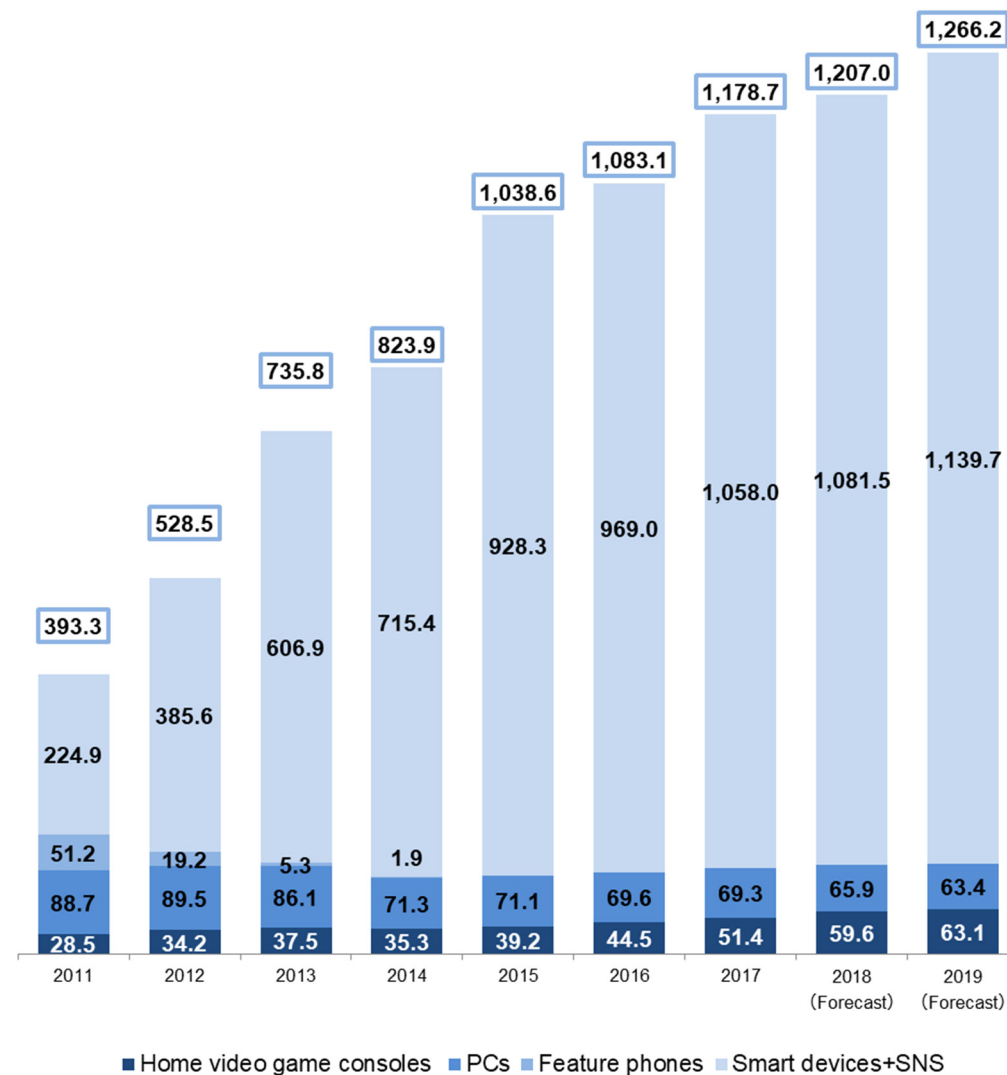
## Home Video Game and Online Game Markets Scale

Home Video Games: Overall Shipment Scale  
(JPY billion)



Source: CESA Games White Paper

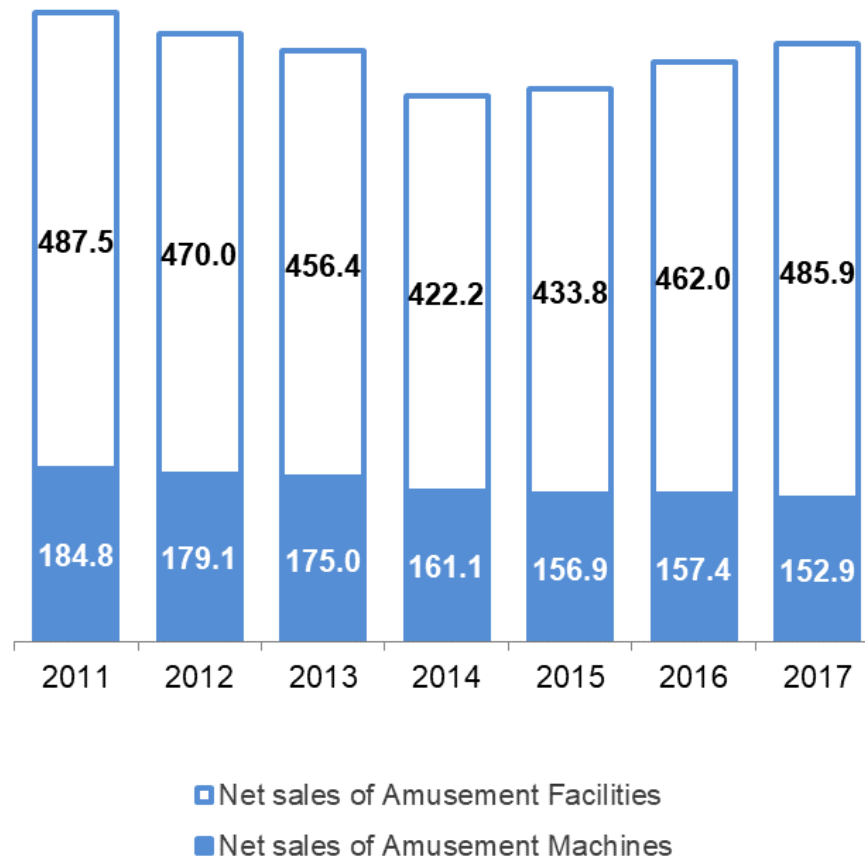
Japan's Market for Game Content with Network Connectivity  
(JPY billion)



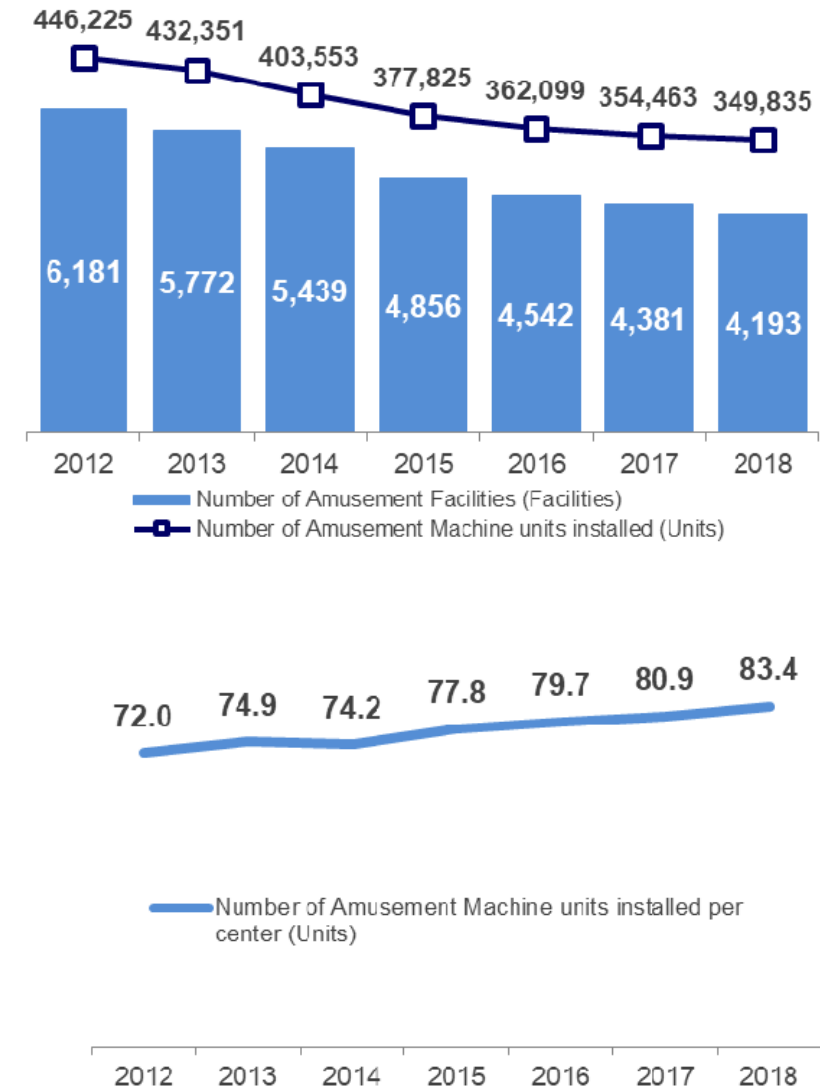
Source: f-ism

## Amusement Machine and Amusement Center Operations Markets Scale

Amusement Machine / Facilities sales (JPY billion)



Number of Amusement Facilities / Amusement Machine unit installed



Source: JAIA, National Police Agency

# Past Operating Results (FY Ended March 2015~)

From FY Ended March 2015~

\*The data in this page can be downloaded from following URL.

([https://www.segasammy.co.jp/english/ir/library/pdf/settlement/2019/e\\_201903\\_4q\\_transition.xls](https://www.segasammy.co.jp/english/ir/library/pdf/settlement/2019/e_201903_4q_transition.xls))

(JPY Billion)		FY Ended March 2015		FY Ended March 2016		FY Ended March 2017		FY Ended March 2018				FY Ending March 2019			
		Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	Results Through 1Q	Results Through 2Q	Results Through 3Q	Results Through 4Q	Results Through 1Q	Results Through 2Q	Results Through 3Q	Results Through 4Q
Breakdown	Net Sales	158.1	366.8	154.3	347.9	169.5	366.9	107.2	194.7	260.8	323.6	68.8	171.0	250.3	331.6
	Pachislot and Pachinko Machines	61.1	152.1	56.6[60.9]*	132.7[141.0]*	64.9	148.2	54.9	88.3	95.4	105.6	21.5	58.6	76.1	101.4
	Entertainment Contents	90.3	199.6	90.2[85.9]*	198.8[190.5]*	97.8	205.7	50.2	101.5	157.9	208.0	45.0	107.2	166.2	219.6
	Resort	6.6	14.9	7.4	16.3	6.7	13.0	2.0	4.7	7.3	9.9	2.3	5.1	7.9	10.5
Breakdown	Operating Income	2.7	17.4	5.7	17.6	15.3	29.5	16.6	26.8	25.6	17.7	0.9	10.2	11.9	13.0
	Pachislot and Pachinko Machines	7.0	25.7	8.5[8.4]*	21.5[20.9]*	10.6	26.3	15.1	21.4	15.1	11.9	1.7	9.6	9.6	13.4
	Entertainment Contents	0.6	0.0	1.5[1.7]*	3.6[4.2]*	9.1	11.1	3.7	10.1	17.2	14.8	1.6	6.1	10.6	9.8
	Resort	-1.4	-2.3	-1.2	-1.8	-1.3	-2.2	-0.7	-1.2	-1.8	-2.5	-0.6	-1.1	-1.9	-2.4
	Other / Elimination	-3.5	-6.0	-3.1[-3.2]*	-5.7	-3.1	-5.7	-1.5	-3.4	-4.9	-6.5	-1.8	-4.4	-6.4	-7.8
	Operating Margin	1.7%	4.7%	3.7%	5.1%	9.0%	8.0%	15.5%	13.8%	9.8%	5.5%	1.3%	6.0%	4.8%	3.9%
Ordinary Income		2.6	16.8	5.8	16.4	15.4	28.5	16.2	25.2	24.3	14.5	0.6	9.1	9.0	7.4
Ordinary Income Margin		1.6%	4.6%	3.8%	4.7%	9.1%	7.8%	15.1%	12.9%	9.3%	4.5%	0.9%	5.3%	3.6%	2.2%
Profit attributable to owners of parent		-2.8	-11.3	0.9	5.3	24.2	27.6	11.5	17.7	13.7	8.9	0.3	6.7	0.6	2.6
Net Income Margin		-	-	0.6%	1.5%	14.3%	7.5%	10.7%	9.1%	5.3%	2.8%	0.4%	3.9%	0.2%	0.8%
ROA		—	-2.2%	—	1.0%	—	5.2%	—	—	—	1.8%	—	—	—	0.6%
ROE		—	-3.4%	—	1.8%	—	9.2%	—	—	—	2.9%	—	—	—	0.9%
Equity Ratio		—	60.0%	—	55.3%	—	59.0%	—	—	—	65.0%	—	—	—	65.1%
Cash flows to interest bearing debt ratio		—	301.9%	—	798.8%	—	178.6%	—	—	—	334.7%	—	—	—	520.9%
Interest coverage ratio		—	45.2 times	—	19.1 times	—	61.4 times	—	—	—	36.5 times	—	—	—	27.3 times
R&D expense / content production expense		28.4	67.6	24.7	58.0	31.7	67.1	15.3	30.7	45.5	62.0	14.1	30.8	48.3	66.6
Cap-ex		14.7	28.7	12.5	28.0	13.8	27.0	5.0	10.3	16.2	24.1	6.4	17.8	24.3	34.4
Depreciation		8.1	17.6	8.2	16.6	7.6	16.3	4.2	8.2	12.2	16.2	3.9	7.4	10.8	14.5
Advertising		10.0	19.1	9.3	17.9	7.6	14.8	3.2	7.8	11.7	15.4	3.3	8.4	12.2	16.0
# of pachislot titles		4 titles	6 titles	2 titles	7 titles	3 titles	10 titles	3 titles	8 titles	8 titles	9 titles	1 title	1 title	3 titles	6 titles
Unit sales		93,045 units	207,830 units	70,260 units	142,337 units	81,895 units	215,736 units	25,440 units	75,380 units	75,590 units	85,041 units	9,073 units	12,853 units	31,534 units	67,140 units
# of pachinko titles		5 titles	10 titles	6 titles	8 titles	3 titles	9 titles	2 titles	4 titles	5 titles	5 titles	1 title	3 titles	5 titles	7 titles
Unit sales		82,955 units	241,425 units	79,604 units	199,014 units	75,542 units	138,321 units	97,499 units	119,312 units	129,778 units	140,013 units	40,997 units	117,891 units	136,670 units	159,848 units
YoY sales comparison of existing amusement centers		98.7%	100.1%	102.2%	103.1%	110.8%	108.5%	100.1%	101.5%	102.1%	101.9%	104.2%	104.5%	104.2%	104.0%
No. of domestic amusement centers		198 facilities	198 facilities	198 facilities	194 facilities	189 facilities	191 facilities	190 facilities	189 facilities	191 facilities	189 facilities	189 facilities	189 facilities	191 facilities	190 facilities
# of game software titles		6 titles	30 titles	12 titles	29 titles	21 titles	42 titles	6 titles	16 titles	27 titles	38 titles	5 titles	18 titles	26 titles	31 titles
Sales (Thousand units)		4,100	12,280	3,280	9,220	4,650	10,280	4,560	8,650	14,280	17,330	5,700	11,180	18,510	23,440

\*Sales of new segment is changed to gross basis.

\*Basis for recording net sales was changed from shipment to delivery starting in FY ended March 2016.

\*In line with the change of accounting policy, contents of retroactive processing have been reflected on new segments since FY ended March 2015.

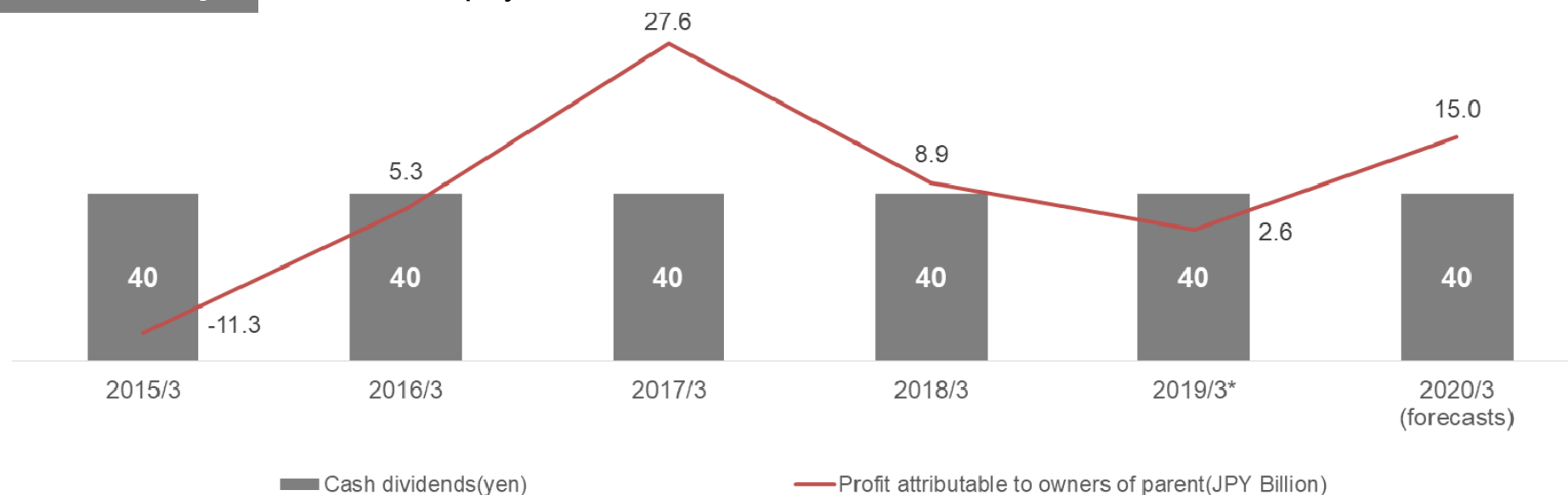
\*Part of Entertainment Contents Business has been transferred to Pachislot and Pachinko Machines Business since for FY ended March 2017.

\*Numbers shown in parentheses for FY 2016 results are retroactively adjusted values of estimates after changing the breakdown.

\*Added the number of titles in Asia from FY March 2017

## Dividend Policy

Continue to pay an annual dividend of ¥40



※The year-end dividend for the fiscal year ended March 31, 2019 is the amount that the Company plans to pay and will be finalized at the Board of Directors' meeting to be held in May 2019.

## Introduction of Shareholder Benefits

We introduced shareholders benefit program to encourage shareholders to experience our services and hold our shares in the long term and expanded the benefits from March 31 2019.

Number of owned shares	Details of benefits (Gifted twice a year)	
More than 100 shares Less than 1,000 shares	I.	1,000-yen worth voucher for UFO Catcher, redeemable at SEGA game centers in Japan or redeemable at SEGA Catcher Online
More than 1,000 shares Less than 3,000 shares	I.	1,000-yen worth voucher for UFO Catcher, redeemable at SEGA game centers in Japan or redeemable at SEGA Catcher Online
	II.	Facility use ticket worth 10,000 yen, redeemable at Phoenix Seagaia Resort (Miyazaki Prefecture)
More than 3,000 shares Less than 5,000 shares	I.	1,000-yen worth voucher for UFO Catcher, redeemable at SEGA game centers in Japan or redeemable at SEGA Catcher Online
	II.	Facility use ticket worth 20,000 yen, redeemable at Phoenix Seagaia Resort (Miyazaki Prefecture)
More than 5,000	I.	1,000-yen worth voucher for UFO Catcher, redeemable at SEGA game centers in Japan or redeemable at SEGA Catcher Online
	II.	Facility use ticket worth 20,000 yen, redeemable at Phoenix Seagaia Resort (Miyazaki Prefecture)
	III.	1 free accommodation ticket (1 room, maximum 2 person) usable at Sheraton Grande Ocean Resort in Phoenix Seagaia Resort (Miyazaki Prefecture)
	IV.	1 free accommodation ticket (1 room, maximum 2 person) usable at Paradise Hotel & Resort in Paradise City (Incheon, Korea)

\*Please see the official homepage of SEGA SAMMY HOLDINGS for the details about shareholder benefits program

## Company Profile

(As of March 31, 2019)

<b>Company Name</b>	SEGA SAMMY HOLDINGS INC.
<b>Address</b>	Sumitomo Fudosan Osaki Garden Tower, 1-1-1 Nishi-Shinagawa, Shinagawa-ku, Tokyo
<b>Established</b>	October 1, 2004
<b>Capital</b>	¥29.9 billion
<b>Number of Employees</b>	7,993 (Consolidated)
<b>Stock Exchange</b>	Tokyo Stock Exchange (Stock Code : 6460)

## Managements

Chairman and Group CEO (Representative Director)	Hajime Satomi
President and Group COO (Representative Director)	Haruki Satomi
Senior Executive Vice President (Director of the Board)	Naoya Tsurumi
Executive Vice President and Group CFO (Director of the Board)	Koichi Fukazawa
Executive Vice President (Director of the Board)	Hideki Okamura
Director of the Board (External)	Takeshi Natsuno
Director of the Board (External)	Kohei Katsukawa
Director of the Board (External)	Hiroshi Onishi
Standing Audit & Supervisory Board Member	Shigeru Aoki
Audit & Supervisory Board Member	Yukito Sakaue
Audit & Supervisory Board Member (External)	Tomio Kazashi
Audit & Supervisory Board Member (External)	Mineo Enomoto

## Information on Outstanding Shares

(As of March 31, 2019)

<b>Number of shares authorized for issuance</b>	800,000,000 shares
<b>Total number of shares issued and outstanding</b>	266,229,476 shares
<b>Number of Shareholders</b>	77,599

### ■ Principal Shareholders

Name of Shareholder	Shares Held	Shareholding Ratio (%)
HS Company	35,308,000	13.26
SEGA SAMMY HOLDINGS INC.	31,493,927	11.83
FSC Co., Ltd.	13,562,840	5.09
The Master Trust Bank of Japan, Ltd. (Trust account)	11,474,000	4.30
Japan Trustee Services Bank, Ltd. (Trust account)	10,244,800	3.84

### ■ Distribution of Shareholders

Financial Institutions	16.86%
Securities Companies	1.18%
Other Companies	20.92%
Foreign Institutions and Individuals	28.25%
Japanese Individuals and Other	20.96%
Treasury Stock	11.83%

\*Including the number of share less than 1 unit





<https://www.segasammy.co.jp/english/ir/>

Please visit below websites for products and service information.

<https://www.segasammy.co.jp/english/pr/corp/group/list.html>

(SegaSammy Group Website list)

**\* Company / product names in this document are trademarks or registered trademarks of the respective companies.**

**Cautionary Statement for Investors and Shareholders with Respect to Nevada Gaming Statutes and Regulations**

SEGA SAMMY HOLDINGS INC. ("the Company") is registered with the Nevada Commission as a publicly traded corporation and has been found suitable to directly or indirectly own the stock of SEGA SAMMY CREATION INC., and Sega Sammy Creation USA, Inc., both of which are subsidiaries that have been licensed as manufacturers and distributors of gaming devices in Nevada. Pursuant to Nevada law, the Company's shareholders are subject to the rules and regulations of the Nevada Gaming Authorities. A detailed explanation of Nevada gaming statutes and regulations can be found on the Company's corporate website:

<https://www.segasammy.co.jp/english/ir/stock/regulation/>