



July 29, 2011 SEGA SAMMY HOLDINGS INC.

# Appendix of Consolidated Financial Statements 3 Months Ended June 30, 2011

### **Consolidated Income Statements**

(PY Billion)	FY	Ended March 2	011		FY Ending	March 2012	
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Projections Through 2Q	Full Year Projections
Net Sales	91.3	217.8	396.7	65.3	-28.5%	165.0	450.0
Pachislot and Pachinko Machines	48.9	134.2	212.0	29.9	-38.9%	82.0	235.0
Amusement Machine Sales	9.7	19.6	47.2	7.6	-21.6%	17.5	50.0
Amusement Center Operations	11.1	23.6	45.6	10.9	-1.8%	22.0	42.0
Consumer Business	20.7	38.7	88.8	16.0	-22.7%	42.0	120.0
Other	0.7	1.5	2.8	0.7	-	1.5	3.0
Operating Income	14.9	46.8	68.7	2.9	-80.5%	1.5	60.0
Pachislot and Pachinko Machines	15.1	47.6	64.2	7.1	-53.0%	11.5	59.0
Amusement Machine Sales	1.3	1.9	7.3	0.1	-92.3%	-1.5	4.0
Amusement Center Operations	0.1	1.1	0.3	0.6	+500.0%	-0.1	-1.6
Consumer Business	-0.6	-1.3	1.9	-3.8	-	-5.0	4.5
Other	0.0	0.1	0.0	0.0	-	0.1	0.1
Eliminations	-1.1	-2.7	-5.1	-1.1	-	-3.5	-6.0
Operating Margin	16.3%	21.5%	17.3%	4.4%	-11.9pt	0.9%	13.3%
Ordinary Income	14.6	46.0	68.1	3.2	-78.1%	1.0	59.0
Ordinary Income Margin	16.0%	21.1%	17.2%	4.9%	-11.1pt	0.6%	13.1%
Extraordinary Gain	0.3	2.8	3.7	0.0	-	-	
Extraordinary Loss	1.2	3.6	14.3	3.6	-	-	
Net Income	7.0	24.3	41.5	-2.2	-	-3.0	33.0
Net Income Margin	7.7%	11.2%	10.5%	-	-	-	7.3%
Dividend per share (JPY)	-	20	40	-	-	20	40
Earning per share (JPY)	27.93	96.66	163.19	-8.84	-	-11.92	131.10
Net Assets per share (JPY)	948.47	1,031.45	1,093.23	1,081.69	-	-	

### **Costs and Expenses**

(JPY Billion)	FY	Ended March 20	)11	FY Ending March 2012				
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Projections Through 2Q	Full Year Projections	
R&D expense / Content Production expense	9.5	18.6	41.1	11.0	+15.8%	22.6	47.5	
Cap-ex	3.3	6.5	19.6	4.4	+33.3%	10.4	20.6	
Depreciation	3.4	7.3	15.9	2.9	-14.7%	6.4	16.2	
Advertising	3.3	7.3	15.1	3.1	-6.1%	9.3	21.9	



# **Pachislot and Pachinko Machines**

(JPY Billion)	FY	Ended March 20	011	FY Ending March 2012					
	Results Through 1Q			YoY Change	Projections Through 2Q	Full Year Projections			
Net Sales	48.9	134.2	212.0	29.9	-38.9%	82.0	235.0		
Pachislot	34.4	65.9	94.9	2.2	-93.6%	10.2	91.8		
Pachinko	13.8	67.0	113.9	26.5	+92.0%	70.0	138.6		
Other	0.7	1.3	3.2	1.2	+71.4%	1.8	4.6		
Operating Income	15.1	47.6	64.2	7.1	-53.0%	11.5	59.0		
Operating Income Margin	30.9%	35.5%	30.3%	23.7%	-7.2pt	14.0%	25.1%		
Unit Sales (Pachislot)	109,621	201,402	302,270	7,633	-93.0%	42,000	290,000		
Unit Sales (Pachinko)	49,240	198,230	343,188	82,394	+67.3%	235,000	455,000		

## 《Shipment Data / Plan: Pachislot and Pachinko》 \* Number of titles reflects products which began sales in period

	FY	Ended March 20	011	FY	Ending March 2	012
Pachislot	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	Projections Through 2Q	Full Year Projections
Sammy	1 title	2 titles	5 titles	1 title	1 title	6 titles
	74,884 units	116,407 units	144,884 units	7,613 units	5,000 units	210,000 units
D 1	1 title	1 title	3 titles	0 title	2 titles	3 titles
Rodeo	34,485 units	49,976 units	120,719 units	20 units	30,000 units	60,000 units
TAIYO	0 title	1 title	2 titles	0 title	2 titles	4 titles
ELEC	252 units	35,019 units	36,667 units	0 unit	7,000 units	20,000 units
Total	2 titles	4 titles	10 titles	1 title	5 titles	13 titles
Total	109,621 units	201,402 units	302,270 units	7,633 units	42,000 units	290,000 units

Pachislot								
Title	Brand	Unit Sales (Thousands)						
Pachislot ALIYAN BEGINS	Sammy	6						

		FY	Ended March 20	)11	FY	Ending March 20	012	
	Pachinko	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	Projections Through 2Q	Full Year Projections	-
Sammy		5 titles	6 titles	9 titles	2 titles	6 titles	9 titles	]
Sammy	35,774 units	169,874 units	297,411 units	60,383 units	190,000 units	370,000 units	]	
	TAIYO	1 title	2 titles	3 titles	2 titles	4 titles	6 titles	]
	ELEC	13,466 units	28,356 units	45,777 units	22,011 units	45,000 units	85,000 units	Ľ
	Total	6 titles	8 titles	12 titles	4 titles	10 titles	15 titles	
	Total	49,240 units	198,230 units	343,188 units	82,394 units	235,000 units	455,000 units	
	Board + Frame	10,541 units	137,649 units	245,442 units	58,327 units	87,500 units	178,500 units	
	Board	38,699 units	60,581 units	97,746 units	24,067 units	147,500 units	276,500 units	

Pachinko											
Title	Brand	Unit Sales (Thousands)									
Pachinko CR Ring ni Kakero 1 -Golden Japan Jr. Series-	Sammy	35									
Pachinko CR Sengoku Ranbu KOMPEKI NO SOZIN	Sammy	20									
CR BLACK LA GOON	TAIYO ELEC	18									





### **Amusement Machines Sales**

(JPY	Billion)	FY	Ended March 20	11	FY Ending March 2012					
		Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Projections Through 2Q	Full Year Projections		
	Net Sales	9.7	19.6	47.2	7.6	-21.6%	17.5	50.0		
	Domestic	8.7	17.7	42.7	6.3	-27.6%	15.8	41.8		
	Overseas	1.0	1.9	4.5	1.3	+30.0%	1.7	8.2		
	Operating Income	1.3	1.9	7.3	0.1	-92.3%	-1.5	4.0		
	Operating Income Margin	13.4%	9.7%	15.5%	1.3%	-12.1pt	-	8.0%		
R&D expense / Content Production expense		1.8	3.7	9.1	1.8	-	3.9	7.9		

《Major Titles: Amusement Machines》

Title	Sales (JPY Billion)	
WORLD CLUB Champion Football Intercontinental Clubs Series	Trading Card Game	0.5
BORDER BREAK Series	Video Game	0.5

<sup>\*</sup>Sales includes sales of cards and other consumables and distribution earnings due to utilization of revenue sharing titles.



# **Amusement Center Operations**

(JP	Y Billion)		FY	Ended March 20	011		FY Ending	March 2012	
			Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Projections Through 2Q	Full Year Projections
	Net S	ales	11.1	23.6	45.6	10.9	-1.8%	22.0	42.0
		(Overseas)	0.8	1.5	3.1	0.3	-62.5%	0.5	0.8
	Operating	Income	0.1	1.1	0.3	0.6	+500.0%	-0.1	-1.6
	Operat	ing Income Margin	0.9%	4.7%	0.7%	5.5%	+4.6pt	-	-
SEC	GA Same Store S	Sales Comparisons	97.2%	99.9%	99.3%	102.5%	-	95.7%	96.3%
	Domestic Fa	acilities (*)	255 facilities	252 facilities	249 facilities	248 facilities	-	242 facilities	237 facilities
		Opened	0 facility	1 facility	2 facilities	2 facilities	-	2 facilities	5 facilities
	SEGA	Closed	5 facilities	7 facilities	13 facilities	3 facilities	-	5 facilities	13 facilities
		Total	212 facilities	211 facilities	206 facilities	205 facilities	-	203 facilities	198 facilities
		Opened	1 facility	1 facility	4 facilities	1 facility	-	0 facility	1 facility
	Other (*)	Closed	1 facility	3 facilities	4 facilities	0 facility	-	3 facilities	4 facilities
		Total	43 facilities	41 facilities	43 facilities	43 facilities	-	39 facilities	39 facilities
	Overseas	Facilities	11 facilities	11 facilities	10 facilities	3 facilities	-	3 facilities	3 facilities
	Cap	-ex	0.5	1.9	7.7	1.0	+100.0%	3.1	9.2
	Deprec	eiation	1.2	2.6	6.1	1.0	-16.7%	2.7	6.9

<sup>\*1</sup> facility has decreased compared to the previously released number as a result of changing counting rules for "Other" facilities in 1Q

# 《SEGA Same Store Sales Comparisons》

FY Ending March 2012											
April	May	June	Results Through 1Q	Projections Through 2Q	Full Year Projections						
103.0%	103.7%	100.8%	102.5%	95.7%	96.3%						

	FY Ended March 2011														
April	May	June	Results Through 1Q	July	August	September	Results Through 2Q	October	November	December	Results through 3Q	January	February	March	Full Year Results
97.9%	95.0%	99.0%	97.2%	103.0%	103.0%	101.1%	99.9%	106.5%	99.0%	100.1%	100.5%	96.7%	103.4%	88.8%	99.3%



### **Consumer Business**

(JPY Billion)	FY	Ended March 20	011	FY Ending March 2012				
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Projections Through 2Q	Full Year Projections	
Net Sales	20.7	38.7	88.8	16.0	-22.7%	42.0	120.0	
Game Contents	14.9	27.8	67.1	12.0	-19.5%	31.5	94.5	
Toy	3.3	6.2	12.0	1.9	-42.4%	6.0	14.5	
Animation	2.6	5.3	10.9	2.2	-15.4%	5.0	11.5	
Other / Elimination	-0.2	-0.6	-1.2	-0.1	-	-0.5	-0.5	
Operating Income	-0.6	-1.3	1.9	-3.8	-	-5.0	4.5	
Operating Income Margin	-	1	2.1%	-	-	-	3.8%	
Sales in Units (Thousands)	3,290	6,600	18,710	2,330	-29.2%	6,690	23,290	
R&D expense / Content Production expense	4.4	8.0	18.1	5.9	+34.1%	9.0	22.1	

《Shipment Data / Plan: Home Video Game Software》 \* Number of titles reflects products which began sales in the period (Number of titles by platform in based on SKU)

	FY Ended March 2011					FY Ending March 2012						
Breakdown	Results Through 1Q Results Through 2Q		Full Year Results		Results Through 1Q		Projections Through 2Q		Full Year Projections			
by Region	# of titles (SKU)	Unit Sales (Thousands)	# of titles (SKU)	Unit Sales (Thousands)	# of titles (SKU)	Unit Sales (Thousands)	# of titles (SKU)	Unit Sales (Thousands)	# of titles (SKU)	Unit Sales (Thousands)	# of titles (SKU)	Unit Sales (Thousands)
Japan / Other	1 (1)	270	5 (5)	1,240	15 (17)	2,630	2 (3)	600	7 (8)	1,180	19 (25)	3,360
US	3 (9)	1,680	7 (14)	3,200	16 (24)	7,830	3 (8)	700	8 (18)	2,430	17 (32)	9,240
Europe	3 (9)	1,330	8 (14)	2,150	20 (30)	8,230	4 (10)	1,020	8 (19)	3,070	17 (34)	10,680
Total	7 (19)	3,290	20 (33)	6,600	51 (71)	18,710	9 (21)	2,330	23 (45)	6,690	53 (91)	23,290

	FY Ended March 2011					FY Ending March 2012						
Breakdown	Results Tl	hrough 1Q	Results Tl	hrough 2Q	Full Yea	r Results	Results Tl	nrough 1Q	Projections	Through 2Q	Full Year I	Projections
by Platform	SKU	Unit Sales (Thousands)	SKU	Unit Sales (Thousands)	SKU	Unit Sales (Thousands)	SKU	Unit Sales (Thousands)	SKU	Unit Sales (Thousands)	SKU	Unit Sales (Thousands)
PS3	4	590	5	620	9	1,350	7	910	8	1,420	23	4,620
Wii	4	260	6	340	9	1,600	6	300	8	630	11	3,600
Xbox360	4	560	5	580	13	1,780	5	290	10	1,230	18	3,080
NDS	3	320	4	410	9	1,590	2	80	7	460	7	610
3DS	-	-	-	-	3	360	0	0	9	500	20	4,150
PSP	2	160	9	1,130	13	2,030	0	0	2	380	6	1,080
PC	2	90	4	130	15	1,620	1	0	1	40	6	1,140
Catalogue	-	1,290	-	3,350	-	8,340	-	730	-	2,010	-	4,950
Total	19	3,290	33	6,600	71	18,710	21	2,330	45	6,690	91	23,290



#### **Consumer Business**

《Major Titles / Home Video Game Software》

Title	Region	Platform	Sales (Thousands units)
Virtua Tennis™ 4	(Japan / Europe / US)	PS3, Xbox360, Wii, PC	670
Ryu ga Gotoku OF THE END	(Japan)	PS3	430
THOR: God of Thunder	(Europe / US)	PS3, Xbox360, Wii, DS	400

# 《Major Titles/Other Game Contents》

Title	Platform	
Kingdom Conquest	Download (Charging for specific items)	iOS
SAMURAI BLOODSHOW	Download (Charging for specific items / Title sales)	iOS
Ryu ga Gotoku Mobile for GREE	SNS	GREE

#### 《Registered Users for "777 Town" / Other Game Contents 》

Title	Registered Users (in thousands)		
Sammy 777 Town	Mobile Phones	820	
777 Town.net	PC	180	

<sup>\*</sup> The contents of this material and comments made during the questions and answers etc of this briefing session are the judgment and projections of the Company's management based on currently available information. The contents involve risk and uncertainty and the actual results may differ materially from these contents / comments.