

Appendix of Consolidated Financial Statements
3 Months Ended June 30, 2013

Consolidated Income Statements

(JPY Billion)	FY Ended Mach 2013			FY Ending Mach 2014			
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Forecasts Through 2Q	Full year Forecasts
Net Sales	69.9	136.5	321.4	90.7	+29.8%	198.0	485.0
Pachislot and Pachinko Machines	33.7	54.3	142.2	51.8	+53.7%	109.0	270.0
Amusement Machine Sales	8.3	18.7	39.1	6.8	-18.1%	18.0	45.5
Amusement Center Operations	10.0	21.7	42.7	10.0	-	23.0	45.5
Consumer Business	14.9	35.3	83.8	18.8	+26.2%	41.0	109.5
Other	2.8	6.3	13.4	3.2	+14.3%	7.0	14.5
Operating Income	5.4	7.8	19.0	16.1	+198.1%	17.5	73.0
Pachislot and Pachinko Machines	7.8	10.4	23.5	18.7	+139.7%	25.2	74.0
Amusement Machine Sales	0.2	0.8	1.9	-0.4	-	-0.1	2.7
Amusement Center Operations	0.4	0.8	1.1	0.0	-	0.4	0.2
Consumer Business	-1.5	-0.7	-0.7	0.0	-	-3.7	3.9
Other	-0.1	-0.1	-0.4	-0.4	-	-0.3	-0.3
Eliminations	-1.3	-3.2	-6.3	-1.6	-	-4.0	-7.5
Operating Margin	7.7%	5.7%	5.9%	17.8%	+10.1pt	8.8%	15.1%
Ordinary Income	4.6	7.2	20.9	17.0	+269.6%	17.0	72.0
Ordinary Income Margin	6.6%	5.3%	6.5%	18.7%	+12.1pt	8.6%	14.8%
Extraordinary Gain	0.3	0.3	10.1	3.3	-	3.0	3.3
Extraordinary Loss	0.0	0.3	5.4	0.0	-	0.0	4.8
Income before income taxes and minority interests	4.9	7.3	25.6	20.3	+314.3%	20.0	70.5
Net Income	2.5	3.8	33.4	12.9	+416.0%	9.0	47.0
Net Income Margin	3.6%	2.8%	10.4%	14.2%	+10.6pt	4.5%	9.7%
Dividends per share (JPY)	-	20.00	40.00	-	-	20.00	40.00
Earnings per share (JPY)	10.17	15.74	137.14	53.40	-	37.18	194.17
Net Assets per share (JPY)	1,136.01	1,125.09	1,304.44	1,357.63	-	-	-

Costs and Expenses

(JPY Billion)	FY Ended Mach 2013			FY Ending Mach 2014			
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Forecasts Through 2Q	Full year Forecasts
R&D Expense / Content Production Expense	9.2	19.1	45.2	9.8	+6.5%	24.1	54.9
Cap-ex	11.1	21.6	32.8	16.2	+45.9%	17.1	32.5
Depreciation	3.2	7.4	18.1	4.3	+34.4%	13.2	25.5
Advertising	2.2	5.6	13.1	2.8	+27.3%	10.0	19.5

Pachislot and Pachinko Machines

(JPY Billion)	FY Ended Mach 2013			FY Ending Mach 2014			
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Forecasts Through 2Q	Full year Forecasts
Net Sales	33.7	54.3	142.2	51.8	+53.7%	109.0	270.0
Pachislot	26.2	36.1	64.2	41.9	+59.9%	66.6	165.0
Pachinko	5.1	14.8	72.3	8.9	+74.5%	40.3	100.8
Other	2.4	3.4	5.7	1.0	-58.3%	2.1	4.2
Operating Income	7.8	10.4	23.5	18.7	+139.7%	25.2	74.0
Operating Income Margin	23.1%	19.2%	16.5%	36.1%	+13.0pt	23.1%	27.4%
Unit Sales (Pachislot)	80,906	108,604	202,221	108,247	+33.8%	188,000	478,000
Unit Sales (Pachinko)	23,764	57,749	216,860	28,606	+20.4%	127,500	324,500

《Shipment Data / Plan: Pachislot and Pachinko》 * Number of titles reflects products launched in this fiscal year.

Pachislot	FY Ended March 2013			FY Ending March 2014		
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	Forecasts Through 2Q	Full Year Forecasts
Sammy	2 titles	3 titles	4 titles	1 title	2 titles	5 titles
	41,523 units	69,209 units	91,484 units	106,674 units	155,000 units	365,000 units
Rodeo	0 title	0 title	2 titles	0 title	0 title	1 title
	38,663 units	38,663 units	104,041 units	893 units	0 unit	30,000 units
TAIYO ELEC	0 title	0 title	2 titles	0 title	1 title	3 titles
	720 units	732 units	6,696 units	680 units	3,000 units	33,000 units
Ginza	-	-	-	-	1 title	2 titles
	-	-	-	-	30,000 units	50,000 units
Total	2 titles	3 titles	8 titles	1 title	4 titles	11 titles
	80,906 units	108,604 units	202,221 units	108,247 units	188,000 units	478,000 units

Pachislot		
Title	Brand	Unit Sales (Thousands)
Pachislot Hokuto No Ken Chapter of Resurrection	Sammy	106

*A portion of breakdown of number of titles and number of unit sales by brand for the forecast of the year ending March 2014 has been changed

Pachinko	FY Ended March 2013			FY Ending March 2014		
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	Forecasts Through 2Q	Full Year Forecasts
Sammy	2 titles	5 titles	8 titles	1 title	3 titles	7 titles
	16,273 units	45,119 units	195,088 units	11,002 units	90,000 units	260,000 units
TAIYO ELEC	3 titles	4 titles	6 titles	1 title	3 titles	5 titles
	7,491 units	12,630 units	21,772 units	17,604 units	37,500 units	64,500 units
Total	5 titles	9 titles	14 titles	2 titles	6 titles	12 titles
	23,764 units	57,749 units	216,860 units	28,606 units	127,500 units	324,500 units
Board + Frame	3,815 units	8,678 units	160,128 units	23,557 units	77,700 units	163,900 units
Board	19,949 units	49,071 units	56,732 units	5,049 units	49,800 units	160,600 units

Pachinko		
Title	Brand	Unit Sales (Thousands)
CR Kayou Suspense Gekijou	TAIYO ELEC	13
Pachinko CR Shin-Juoh Dejihane Ver. / Light Middle Ver.	Sammy	8

Amusement Machines Sales

(JPY Billion)	FY Ended March 2013			FY Ending March 2014			
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Forecasts Through 2Q	Full Year Forecasts
Net Sales	8.3	18.7	39.1	6.8	-18.1%	18.0	45.5
Domestic	6.8	16.0	32.7	5.5	-19.1%	15.3	39.3
Overseas	1.5	2.7	6.4	1.3	-13.3%	2.7	6.2
Operating Income	0.2	0.8	1.9	-0.4	-	-0.1	2.7
Operating Income Margin	2.4%	4.3%	4.9%	-	-	-	5.9%
R&D Expense / Content Production Expense	1.8	3.7	7.8	1.3	-27.8%	3.6	8.8

《Major Titles: Amusement Machines》

Title	Sales (JPY Billion)
BORDER BREAK Series	0.4
WORLD CLUB Champion Football Series	0.4
SENGOKU-TAISEN	0.4

*Sales includes sales of cards and other consumables and distribution earnings of revenue sharing titles.

Amusement Center Operations

(JPY Billion)	FY Ended March 2013			FY Ending March 2014			
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Forecasts Through 2Q	Full Year Forecast
Net Sales	10.0	21.7	42.7	10.0	0.0%	23.0	45.5
Operating Income	0.4	0.8	1.1	0.0	-	0.4	0.2
Operating Income Margin	4.0%	3.7%	2.6%	-	-	1.7%	0.4%
Same Store Sales Comparisons	94.6%	93.8%	93.8%	92.5%	-	101.5%	101.8%
Domestic Facilities	Opened	1 facility	1 facility	3 facilities	1 facility	2 facilities	4 facilities
	Closed	2 facilities	4 facilities	8 facilities	2 facilities	3 facilities	9 facilities
	Total	240 facilities	238 facilities	236 facilities	201 facilities	201 facilities	197 facilities
Overseas Facilities	3 facilities	3 facilities	3 facilities	2 facilities	-	3 facilities	4 facilities
Cap-ex	2.0	5.4	7.9	1.4	-30.0%	5.0	10.1
Depreciation	0.9	2.1	4.6	0.9	0.0%	2.5	5.5

*Note : From FY ending March 2014, numbers counted as amusement centers in the domestic market are based on amusement centers (game arcades) directly operated by the Group.

《Same Store Sales Comparisons》

FY Ending March 2014					
April	May	June	Results Through 1Q	Forecasts Through 2Q	Full Year Forecasts
90.6%	89.1%	98.8%	92.5%	101.5%	101.8%

FY Ended March 2013															
April	May	June	Results Through 1Q	July	August	September	Results Through 2Q	October	November	December	Results through 3Q	January	February	March	Full Year Results
96.6%	92.8%	95.6%	94.6%	92.3%	90.8%	96.2%	93.8%	93.0%	95.4%	96.3%	93.7%	94.8%	94.1%	93.1%	93.8%

Consumer Business

(JPY Billion)	FY Ended March 2013			FY Ending March 2014			
	Results Through 1Q	Results Through 2Q	Full Year Results	Results Through 1Q	YoY Change	Forecasts through 2Q	Full Year Forecasts
Net Sales	14.9	35.3	83.8	18.8	+26.2%	41.0	109.5
Packaged Games	6.7	14.4	35.6	7.6	+13.4%	13.5	45.9
Digital Games	5.1	13.0	29.7	8.2	+60.8%	17.8	40.3
Toy	1.4	3.9	8.4	1.2	-14.3%	4.6	9.9
Animation	1.7	4.2	10.5	1.8	+5.9%	5.3	13.7
Other / Elimination	0.0	-0.2	-0.6	0.0	-	-0.2	-0.3
Operating Income	-1.5	-0.7	-0.7	0.0	-	-3.7	3.9
Operating Income Margin	-	-	-	-	-	-	3.6%
Sales in Units (Thousands)	1,340	2,760	10,780	1,210	-9.7%	3,010	11,660
R&D Expense / Content Production Expense	2.9	6.6	19.5	3.6	+24.1%	8.0	22.0
Cap-ex	2.5	4.6	8.3	2.1	-16.0%	4.5	8.0
Depreciation	1.0	2.4	6.0	1.3	+30.0%	3.5	7.8

《Shipment Data / Plan: Home Video Game Software》 *Number of titles reflects products launched in this fiscal year
(Number of titles by platform in based on SKU)

Breakdown by Region	FY Ended March 2013						FY Ending March 2014					
	Results Through 1Q		Results Through 2Q		Full Year Results		Results Through 1Q		Forecasts through 2Q		Full Year Forecasts	
	# 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	5 (6)	230	6 (7)	640	10 (13)	2,140	1 (1)	250	4 (6)	610	12 (17)	2,640
US	1 (3)	400	2 (4)	1,160	8 (18)	4,200	1 (1)	370	3 (3)	1,280	7 (12)	4,310
Europe	1 (3)	700	1 (3)	960	7 (18)	4,420	1 (1)	570	3 (3)	1,110	7 (13)	4,690
Total	7 (12)	1,340	9 (14)	2,760	25 (49)	10,780	3 (3)	1,210	10 (12)	3,010	26 (42)	11,660

Breakdown by Platform	FY Ended March 2013						FY Ending March 2014					
	Results Through 1Q		Results Through 2Q		Full Year Results		Results Through 1Q		Forecasts through 2Q		Full Year Forecasts	
	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	5	320	5	420	14	2,280	0	0	1	150	7	1,320
Wii	0	0	0	0	0	0	0	0	0	0	0	0
WiiU	-	-	-	-	2	310	0	0	3	170	7	950
X360	3	210	3	300	9	1,420	0	0	0	0	4	690
NDS	0	0	0	0	0	0	0	0	0	0	0	0
3DS	0	0	1	10	3	200	0	0	0	0	6	980
PSP	0	0	0	0	2	130	1	130	2	180	2	200
PSV	2	10	3	250	8	520	0	0	1	40	5	650
PC	2	30	2	40	11	1,240	2	380	5	860	11	2,580
Catalogue etc.	-	750	-	1,720	-	4,650	-	690	-	1,610	-	4,240
Total	12	1,340	14	2,760	49	10,780	3	1,210	12	3,010	42	11,660

Consumer Business

《Major Titles / Packaged Games》

Title	Region	Platform	Sales Results (thousand units)
Company of Heroes 2	Europe / US	PC	380
7TH DRAGON 2020-II	Japan	PSP	130

《 Major Titles / Digital Games 》

Title	Platform
Phantasy Star Online 2	PC, PSV
Puyopuyo!! Quest	iOS, Android

* The contents of this material 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.