

February 12, 2015 SEGA SAMMY HOLDINGS INC.

Appendix of Consolidated Financial Statements 9 Months Ended December 31, 2014

Consolidated Income Statements

| (JPY Billion) | FY Ended M | Iarch 2014 | | F | Y Ending March 20 | 15 | |
|---|-----------------------|----------------------|-----------------------|---------------|-------------------|---|---------------|
| | Results Through 3Q | Full Year Results | Results Through 3Q | YoY Change | Forecasts | Revised Full Year Forecasts (announced on Feb 12) | YoY Change |
| Net Sales | 303.9 | 378.0 | 267.5 | -12% | 370.0 | 352.5 | -7% |
| Pachislot and Pachinko Machines | 160.2 | 181.8 | 115.3 | -28% | 158.5 | 149.0 | -189 |
| Amusement Machine Sales | 28.0 | 38.6 | 28.9 | +3% | 40.0 | 39.0 | +19 |
| Amusement Center Operations | 32.4 | 43.2 | 30.9 | -5% | 41.0 | 41.0 | -59 |
| Consumer Business | 72.3 | 99.8 | 82.1 | +14% | 116.5 | 110.0 | +109 |
| Other | 10.9 | 14.5 | 10.0 | -8% | 14.0 | 13.5 | -79 |
| Operating Income | 46.5 | 38.5 | 16.2 | -65% | 18.0 | 16.0 | -58% |
| Pachislot and Pachinko Machines | 50.0 | 45.2 | 20.6 | -59% | 25.0 | 25.0 | -45% |
| Amusement Machine Sales | -0.2 | -1.2 | 0.4 | - | -2.3 | -1.6 | |
| Amusement Center Operations | -0.0 | 0.0 | -0.5 | - | -0.8 | -0.8 | |
| Consumer Business | 2.7 | 2.0 | 2.2 | -19% | 5.0 | 2.7 | +35% |
| Other | -0.7 | -1.2 | -1.4 | - | -2.0 | -2.6 | |
| Eliminations | -5.1 | -6.4 | -5.1 | - | -7.0 | -6.7 | |
| Operating Margin | 15.3% | 10.2% | 6.1% | -9.2pt | 4.9% | 4.5% | -5.7 |
| Ordinary Income | 49.1 | 40.5 | 16.2 | -67% | 17.0 | 15.0 | -63% |
| Ordinary Income Margin | 16.2% | 10.7% | 6.1% | -10.1pt | 4.6% | 4.3% | -6.4] |
| Extraordinary Gain | 15.5 | 15.7 | 0.8 | - | 0.3 | 1.0 | |
| Extraordinary Loss | 1.0 | 8.7 | 5.6 | - | 4.6 | 15.0 | |
| Income before income taxes and minority interests | 63.6 | 47.5 | 11.5 | -82% | 12.7 | 1.0 | -98% |
| Net Income | 44.3 | 30.7 | -0.0 | - | 4.0 | -13.0 | |
| Net Income Margin | 14.6% | 8.1% | - | - | 1.1% | - | |
| Dividends per share (JPY) | - | 40.00 | - | - | 40.00 | 40.00 | _ |
| Earnings per share (JPY) | 182.53 | 126.42 | -0.10 | - | 16.40 | -53.25 | |
| Net Assets per share (JPY) | 1,453.40 | 1,409.27 | 1,396.48 | - | - | - | |

Costs and Expenses

| JPY Billion) | FY Ended Ma | arch 2014 | - | F | Y Ending March 201 | 5 | |
|---|-----------------------|----------------------|-----------------------|---------------|---|---|---------------|
| | Results Through 3Q | Full Year Results | Results Through 3Q | YoY Change | Revised Full Year Forecasts (announced on Oct 31) | Revised Full Year Forecasts (announced on Feb 12) | YoY Change |
| R&D Expense / Content Production Expense | 40.7 | 59.2 | 48.8 | +20% | 67.2 | 64.0 | +8% |
| Pachislot and Pachinko Machines | 14.6 | 19.5 | 16.5 | +13% | 23.1 | 21.9 | +129 |
| Amusement Machine Sales | 6.3 | 8.9 | 6.4 | +2% | 9.1 | 9.0 | +19 |
| Amusement Center Operations | 0.1 | 0.1 | 0.1 | - | 0.2 | 0.1 | |
| Consumer Business | 19.9 | 30.1 | 25.2 | +27% | 33.8 | 32.2 | +79 |
| Other, eliminations etc. | -0.2 | 0.6 | 0.6 | - | 1.0 | 0.8 | +339 |
| Cap-ex | 29.3 | 38.1 | 20.5 | -30% | 33.3 | 28.7 | -25% |
| Pachislot and Pachinko Machines | 4.4 | 7.9 | 4.9 | +11% | 10.9 | 7.1 | -109 |
| Amusement Machine Sales | 0.8 | 2.0 | 3.1 | +288% | 4.7 | 4.8 | +1409 |
| Amusement Center Operations | 5.8 | 7.7 | 4.3 | -26% | 6.2 | 6.5 | -169 |
| Consumer Business | 6.5 | 8.3 | 6.7 | +3% | 9.8 | 8.7 | +59 |
| Other, eliminations etc. | 11.8 | 12.2 | 1.5 | -87% | 1.7 | 1.6 | -879 |
| Depreciation | 11.4 | 16.1 | 12.8 | +12% | 18.3 | 17.5 | +99 |
| Pachislot and Pachinko Machines | 4.3 | 5.8 | 4.5 | +5% | 7.1 | 6.2 | +79 |
| Amusement Machine Sales | 1.4 | 1.9 | 1.4 | - | 2.2 | 2.1 | +119 |
| Amusement Center Operations | 3.4 | 4.7 | 3.8 | +12% | 5.4 | 5.4 | +159 |
| Consumer Business | 1.7 | 2.6 | 2.1 | +24% | 2.2 | 2.7 | +49 |
| Other, eliminations etc. | 0.6 | 1.1 | 1.0 | +67% | 1.4 | 1.1 | |
| Advertising | 11.4 | 16.0 | 14.5 | +27% | 22.0 | 20.0 | +25% |
| Pachislot and Pachinko Machines | 2.2 | 2.8 | 1.6 | -27% | 2.9 | 2.3 | -189 |
| Amusement Machine Sales | 1.0 | 1.4 | 1.2 | +20% | 2.0 | 2.1 | +509 |
| Amusement Center Operations | 1.0 | 1.2 | 1.0 | - | 1.4 | 1.5 | +259 |
| Consumer Business | 5.7 | 8.6 | 8.7 | +53% | 13.5 | 12.1 | +419 |
| Other, eliminations etc. | 1.5 | 2.0 | 2.0 | +33% | 2.2 | 2.0 | |



Pachislot and Pachinko Machines

| (JPY Billion) | FY Ended N | March 2014 | | FY | Ending March 20 | 15 | |
|-------------------------|-----------------------|----------------------|-----------------------|---------------|--|--|---------------|
| | Results Through 3Q | Full Year Results | Results Through 3Q | YoY Change | Revised Full Year Forecasts (announced on Oct 31) | Revised Full Year Forecasts (announced on Feb 12) | YoY Change |
| Net Sales | 160.2 | 181.8 | 115.3 | -28% | 158.5 | 149.0 | -18% |
| Pachislot | 107.1 | 112.7 | 44.6 | -58% | 75.5 | 73.7 | -35% |
| Pachinko | 49.3 | 63.5 | 69.7 | +41% | 82.0 | 74.0 | +17% |
| Other | 3.8 | 5.6 | 1.0 | -74% | 1.0 | 1.3 | -77% |
| Operating Income | 50.0 | 45.2 | 20.6 | -59% | 25.0 | 25.0 | -45% |
| Operating Income Margin | 31.2% | 24.9% | 17.9% | -13.3pt | 15.8% | 16.8% | -8.1pt |
| Unit Sales (Pachislot) | 286,396 | 301,575 | 130,191 | -55% | 222,998 | 207,000 | -31% |
| Unit Sales (Pachinko) | 156,538 | 200,225 | 225,783 | +44% | 267,453 | 242,000 | +21% |

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

| | FY Ended N | Aarch 2014 | FY | Ending March 2 | 015 |
|-----------|-----------------------|----------------------|-----------------------|--|--|
| Pachislot | Results Through 3Q | Full year Results | Results Through 3Q | Revised Full Year Forecasts (announced on Oct 31) | Revised Full Year Forecasts (announced on Feb 12) |
| Sammer | 4 titles | 5 titles | 2 titles | 3 titles | 3 titles |
| Sammy | 243,474 units | 264,365 units | 83,468 units | 163,468 units | 155,000 units |
| Rodeo | 0 title | 0 title | 1 title | 1 title | 1 title |
| Rodeo | 893 units | 893 units | 37,154 units | 50,000 units | 42,000 units |
| TAIYO | 2 titles | 2 titles | 2 titles | 2 titles | 2 titles |
| ELEC | 12,163 units | 6,445 units(*) | 9,569 units | 9,530 units | 10,000 units |
| Ginza | 2 titles | 2 titles | | - | - |
| Giliza | 29,866 units | 29,872 units | | • | - |
| Total | 8 titles | 9 titles | 5 titles | 6 titles | 6 titles |
| Totai | 286,396 units | 301,575 units | 130,191 units | 222,998 units | 207,000 units |

Main Pachislot machines launched in the third quarter and number of units sold

| Pachislot | | |
|-------------------|-------|---------------------------|
| Title | Brand | Unit Sales (Thousands) |
| Salaryman Kintaro | RODEO | 37 |

^{*} As there were returns of some titles in 4Q FY ended March 2014, number of units in 4Q decreased compared with 3Q.

| | FY Ended N | March 2014 | FY | Ending March 2 | 015 |
|---------------|---------------|---------------|---------------|----------------|----------------|
| | | | | Revised Full | Revised Full |
| Pachinko | Results | Full year | Results | Year Forecasts | Year Forecasts |
| | Through 3Q | Results | Through 3Q | (announced on | (announced on |
| | | | | Oct 31) | Feb 12) |
| Sammy | 5 titles | 7 titles | 8 titles | 9 titles | 9 titles |
| Saminy | 120,201 units | 160,688 units | 196,306 units | 223,938 units | 205,000 units |
| TAIYO | 3 titles | 3 titles | 4 titles | 7 titles | 5 titles |
| ELEC | 36,337 units | 39,537 units | 29,477 units | 43,515 units | 37,000 units |
| Total | 8 titles | 10 titles | 12 titles | 16 titles | 14 titles |
| Total | 156,538 units | 200,225 units | 225,783 units | 267,453 units | 242,000 units |
| Board + Frame | 82,975 units | 103,819 units | 62,431 units | 80,320 units | 69,000 units |
| Board | 73,563 units | 96,406 units | 163,352 units | 187,133 units | 173,000 units |

Main Pachinko machines launched in the third quarter and number of units sold

| Pachinko | | |
|---------------------------|-------|---------------------------|
| Title | Brand | Unit Sales (Thousands) |
| CR Hokuto No Ken 6 series | Sammy | 132 |



Amusement Machine Sales

| (JPY Billion) | FY Ended N | March 2014 | | FY | Ending March 20 |)15 | |
|-------------------------|-----------------------|----------------------|-----------------------|---------------|--|--|---------------|
| | Results Through 3Q | Full Year Results | Results Through 3Q | YoY Change | Revised Full Year Forecasts (announced on Oct 31) | Revised Full Year Forecasts (announced on Feb 12) | YoY Change |
| Net Sales | 28.0 | 38.6 | 28.9 | +3% | 40.0 | 39.0 | +1% |
| Domestic | 23.9 | 32.6 | 23.4 | -2% | - | - | 1 |
| Overseas | 4.1 | 6.0 | 5.5 | +34% | - | - | 1 |
| Operating Income | -0.2 | -1.2 | 0.4 | - | -2.3 | -1.6 | • |
| Operating Income Margin | - | - | 1.4% | - | - | - | - |

《Major Titles: Amusement Machines》

| Title | Game Type | Sales (JPY Billlion) |
|-------------------------------------|-------------------|----------------------|
| WORLD CLUB Champion Football Series | Trading Card Game | 2.3 |
| StarHorse3 Series | Medal Game | 1.3 |
| SENGOKU-TAISEN | Trading Card Game | 1.1 |

^{*}Sales figures include sales of expendable such as cards and distribution of earnings of revenue sharing titles



Amusement Center Operations

| (JPY Billion) | | FY Ended N | March 2014 | FY Ending March 2015 | | | | | | | |
|-------------------------|---------------------|-----------------------|----------------------|-----------------------|---------------|--|--|---------------|--|--|--|
| | | Results Through 3Q | Full Year Results | Results Through 3Q | YoY Change | Revised Full Year Forecasts (announced on Oct 31) | Revised Full Year Forecasts (announced on Feb 12) | YoY Change | | | |
|] | Net Sales | 32.4 | 43.2 | 30.9 | -5% | 41.0 | 41.0 | -5% | | | |
| Opei | rating Income | -0.0 | 0.0 | -0.5 | - | -0.8 | -0.8 | - | | | |
| Operating Income Margin | | - | - | - | - | - | - | - | | | |
| Same Store | Sales Comparisons | 94.9% | 96.1% | 100.1% | - | 97.7% | 99.1% | - | | | |
| | Opened | 4 facilities | 5 facilities | 4 facilities | - | 4 facilities | 5 facilities | - | | | |
| Domestic Facilities | Closed | 3 facilities | 9 facilities | 4 facilities | - | 4 facilities | 4 facilities | - | | | |
| | Total | 203 facilities | 198 facilities | 198 facilities | - | 198 facilities | 199 facilities | - | | | |
| Over | Overseas Facilities | | 2 facilities | 2 facilities | - | 2 facilities | 2 facilities | - | | | |

《Same Store Sales Comparisons》

| | FY Ending March 2015 | | | | | | | | | | | | |
|--------|----------------------|-------|--------------------------|-------|--------|-----------|--------------------------|---------|----------|----------|--------------------------|--|--|
| April | May | June | Results Through 1Q | July | August | September | Results Through 2Q | October | November | December | Results Through 3Q | Revised Full Year Forecasts on Oct 31 | Revised Full Year Forecasts on Feb 12 |
| 101.7% | 103.3% | 92.8% | 99.4% | 97.1% | 100.6% | 96.0% | 98.7% | 102.9% | 109.3% | 98.3% | 100.1% | 97.7% | 99.1% |

| | FY Ended March 2014 | | | | | | | | | | | | | | |
|-------|---------------------|-------|--------------------------|-------|--------|-----------|--------------------------|---------|----------|----------|--------------------------|---------|----------|--------|----------------------|
| April | May | June | Results Through 1Q | July | August | September | Results Through 2Q | October | November | December | Results Through 3Q | January | February | March | Full Year Results |
| 90.6% | 89.1% | 98.8% | 92.5% | 94.0% | 101.6% | 95.7% | 95.0% | 90.2% | 94.0% | 99.4% | 94.9% | 100.7% | 94.9% | 102.1% | 96.1% |



Consumer Business

| (JPY Billion) | FY Ended March 2014 FY Ending March 201 | | | | | | |
|----------------------------|---|----------------------|-----------------------|---------------|--------|--|---------------|
| | Results Through 3Q | Full Year Results | Results Through 3Q | YoY Change | | Revised Full Year Forecasts (announced on Feb 12) | YoY Change |
| Net Sales | 72.3 | 99.8 | 82.1 | +14% | 116.5 | 110.0 | +10% |
| Packaged Games | 28.4 | 38.9 | 32.0 | 13% | 45.7 | 43.8 | +13% |
| Digital Games | 28.3 | 40.0 | 33.7 | +19% | 47.3 | 44.4 | +11% |
| Toy | 7.4 | 8.4 | 5.6 | -24% | 6.9 | 6.2 | -26% |
| Animation | 8.3 | 12.1 | 9.9 | +19% | 14.5 | 13.9 | +15% |
| Other / Elimination | -0.1 | 0.4 | 0.9 | - | 2.1 | 1.7 | +325% |
| Operating Income | 2.7 | 2.0 | 2.2 | -19% | 5.0 | 2.7 | +35% |
| Operating Income Marg | in 3.7% | 2.0% | 2.7% | -1.0pt | 4.3% | 2.5% | +0.5pt |
| Sales in Units (Thousands) | 6,310 | 8,730 | 8,900 | +41% | 11,040 | 11,060 | +27% |

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

| FY Ended March 2014 | | | FY Ending March 2015 | | | | | | | |
|------------------------|----------------------|---------------------------|----------------------|---------------------------|-----------------------|---------------------------|---|---------------------------|---|---------------------------|
| Breakdown by Region | Through 3Q | | Full Year Results | | Results Through 3Q | | Revised Full Year Forecasts (announced on Oct 31) | | Revised Full Year Forecasts (announced on Feb 12) | |
| | # 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 | 6 (9) | 960 | 12 (21) | 2,150 | 12 (15) | 1,400 | 13 (18) | 2,270 | 15 (19) | 2,140 |
| US | 5 (6) | 2,290 | 5 (6) | 2,800 | 7 (16) | 3,540 | 9 (18) | 4,120 | 9 (18) | 4,210 |
| Europe | 4 (5) | 3,060 | 4 (5) | 3,770 | 6 (13) | 3,950 | 5 (12) | 4,630 | 6 (13) | 4,710 |
| Total | 15 (20) | 6,310 | 21 (32) | 8,730 | 25 (44) | 8,900 | 27 (48) | 11,040 | 30 (50) | 11,060 |

| FY Ended March 2014 | | | FY Ending March 2015 | | | | | | | |
|--------------------------|------------|---------------------------|----------------------|---------------------------|-----------------------|---------------------------|---|---------------------------|---|---------------------------|
| Breakdown by Platform | Through 3O | | Full Year Results | | Results Through 3Q | | Revised Full Year Forecasts (announced on Oct 31) | | Revised Full Year Forecasts (announced on Feb 12) | |
| | SKU | Unit Sales (Thousands) | SKU | Unit Sales (Thousands) | SKU | Unit Sales (Thousands) | SKU | Unit Sales (Thousands) | SKU | Unit Sales (Thousands) |
| PS3 | 2 | 150 | 5 | 540 | 11 | 730 | 11 | 980 | 12 | 960 |
| PS4 | • | • | 1 | 140 | 3 | 660 | 4 | 760 | 4 | 920 |
| WiiU | 4 | 270 | 5 | 320 | 4 | 210 | 4 | 300 | 4 | 230 |
| Xbox360 | 0 | 0 | 0 | 0 | 4 | 230 | 3 | 190 | 4 | 240 |
| Xbox One | - | - | | • | 3 | 410 | 3 | 340 | 3 | 420 |
| 3DS | 4 | 550 | 6 | 780 | 9 | 900 | 12 | 1,380 | 13 | 1,160 |
| PSP | 2 | 160 | 2 | 160 | 0 | 0 | 0 | 0 | 0 | 0 |
| PSV | 1 | 70 | 5 | 330 | 5 | 330 | 5 | 360 | 5 | 340 |
| PC | 7 | 2,270 | 8 | 2,640 | 5 | 990 | 6 | 1,210 | 5 | 1,080 |
| Catalogue etc. | - | 2,810 | - | 3,790 | - | 4,420 | - | 5,480 | - | 5,680 |
| Total | 20 | 6,310 | 32 | 8,730 | 44 | 8,900 | 48 | 11,040 | 50 | 11,060 |



Consumer Business

《Major Titles / Packaged Games 》

| Title | Region | Platform | Sales Results (thousand units) |
|------------------------------|-------------------|-----------------------------------|--------------------------------|
| Alien: Isolation | Europe, US | PS3, PS4, Xbox360, XboxOne, PC | 1,760 |
| Football Manager 2015 | Europe, US | PC | 640 |
| Sonic Boom Rise of Lyric | Japan, Europe, US | WiiU | 400 |
| Sonic Boom Shattered Crystal | Japan, Europe, US | 3DS | 490 |

《 Major Titles / Digital Games 》

| Title | Platform |
|---|--------------|
| PHANTASY STAR ONLINE 2 | PC, PSV |
| Puyopuyo!! Quest | iOS, Android |
| CHAIN CHRONICLE – Kizuna no Shintairiku | 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.