

## Appendix of Consolidated Financial Statements

### 9 Months Ended December 31, 2015

### Consolidated Income Statements

#### New segments

(JPY Billion)	FY Ended March 2015		FY Ending March 2016				
	Results Through 3Q	Full Year Results	Results Through 3Q	YoY Change	Full Year Forecast (announced on May 11)	Revised Full Year Forecasts (announced on Dec 4)	YoY Change
<b>Sales</b>	<b>267.7</b>	<b>366.8</b>	<b>245.0</b>	<b>-8%</b>	<b>420.0</b>	<b>355.0</b>	<b>-3%</b>
Pachislot and Pachinko Machines	108.9	152.1	90.4	-17%	167.0	133.0	-13%
Entertainment Contents	147.9	199.6	143.0	-3%	235.0	205.5	+3%
Resort	10.8	14.9	11.5	+6%	18.0	16.5	+11%
<b>Operating Income</b>	<b>10.8</b>	<b>17.4</b>	<b>12.1</b>	<b>+12%</b>	<b>25.0</b>	<b>10.0</b>	<b>-43%</b>
Pachislot and Pachinko Machines	15.3	25.7	15.4	+1%	23.0	16.5	-36%
Entertainment Contents	2.0	0.0	2.4	+20%	11.5	2.0	-
Resort	-1.7	-2.3	-1.3	-	-3.5	-2.8	-
Other / Elimination	-4.8	-6.0	-4.4	-	-6.0	-5.7	-
Operating Income Margin	4.0%	4.7%	4.9%	+0.9pt	6.0%	2.8%	-1.9pt
<b>Ordinary Income</b>	<b>10.7</b>	<b>16.8</b>	<b>12.6</b>	<b>+18%</b>	<b>25.0</b>	<b>9.0</b>	<b>-46%</b>
Extraordinary Gain	0.8	1.0	1.0	-	0.0	-	-
Extraordinary Loss	5.6	15.9	2.5	-	1.0	-	-
<b>Income before income taxes</b>	<b>6.0</b>	<b>1.9</b>	<b>11.2</b>	<b>+87%</b>	<b>24.0</b>	<b>-</b>	<b>-</b>
<b>Profit attributable to owners of parent</b>	<b>-2.7</b>	<b>-11.3</b>	<b>6.4</b>	<b>-</b>	<b>19.0</b>	<b>2.0</b>	<b>-</b>
Net Income Margin	-	-	2.6%	-	4.5%	0.6%	-
<b>Dividends per share (JPY)</b>	<b>20.00</b>	<b>40.00</b>	<b>20.00</b>	<b>-</b>	<b>40.00</b>	<b>40.00</b>	<b>-</b>
<b>Earnings per share (JPY)</b>	<b>-11.33</b>	<b>-46.70</b>	<b>27.71</b>	<b>-</b>	<b>80.02</b>	<b>8.53</b>	<b>-</b>
<b>Net Assets per share (JPY)</b>	<b>1,384.84</b>	<b>1,336.54</b>	<b>1,294.99</b>	<b>-</b>	<b>-</b>	<b>-</b>	<b>-</b>

#### ( Reference ) Former segments

(JPY Billion)	FY Ended March 2015	
	Results Through 3Q	Full Year Results
<b>Net Sales</b>	<b>267.5</b>	<b>354.9</b>
Pachislot and Pachinko Machines	115.3	149.1
Amusement Machine Sales	28.9	39.6
Amusement Center Operations	30.9	41.4
Consumer Business	82.1	111.0
Other	10.0	13.6
<b>Operating Income</b>	<b>16.2</b>	<b>17.6</b>
Pachislot and Pachinko Machines	20.6	25.7
Amusement Machine Sales	0.4	-2.5
Amusement Center Operations	-0.5	-0.9
Consumer Business	2.2	4.0
Other	-1.4	-2.0
Eliminations	-5.1	-6.5
Operating Income Margin	6.1%	5.0%
<b>Ordinary Income</b>	<b>16.2</b>	<b>16.9</b>
Extraordinary Gain	0.8	1.0
Extraordinary Loss	5.6	15.9
<b>Income before income taxes and minority interests</b>	<b>11.5</b>	<b>2.0</b>
<b>Net Income</b>	<b>-0.0</b>	<b>-11.2</b>
Net Income Margin	-	-
<b>Dividends per share (JPY)</b>	<b>20.00</b>	<b>40.00</b>
<b>Earnings per share (JPY)</b>	<b>-0.10</b>	<b>-46.22</b>
<b>Net Assets per share (JPY)</b>	<b>1,396.48</b>	<b>1,337.46</b>

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

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

### Costs and Expenses

(JPY Billion)	FY Ended March 2015		FY Ending March 2016				
	Results Through 3Q	Full Year Results	Results Through 3Q	YoY Change	Full Year Forecast (announced on May 11)	Revised Full Year Forecasts (announced on Dec 4)	YoY Change
<b>R&amp;D Expense / Content Production Expense</b>	<b>48.8</b>	<b>67.6</b>	<b>40.3</b>	<b>-17%</b>	<b>69.4</b>	<b>-</b>	<b>-</b>
Pachislot and Pachinko Machines	16.5	22.3	14.5	-12%	21.2	-	-
Entertainment Contents	32.3	45.7	25.5	-21%	48.0	-	-
Resort	0.1	0.2	0.4	+300%	0.1	-	-
Other / Elimination	-0.1	-0.6	-0.1	-	0.1	-	-
<b>Cap-ex</b>	<b>20.5</b>	<b>28.7</b>	<b>21.0</b>	<b>+2%</b>	<b>34.4</b>	<b>-</b>	<b>-</b>
Pachislot and Pachinko Machines	5.1	6.9	3.6	-29%	8.1	-	-
Entertainment Contents	13.8	19.5	14.6	+6%	18.7	-	-
Resort	1.6	2.1	2.6	+63%	7.4	-	-
Other / Elimination	0.0	0.2	0.2	-	0.2	-	-
<b>Depreciation</b>	<b>12.8</b>	<b>17.6</b>	<b>12.5</b>	<b>-2%</b>	<b>16.8</b>	<b>-</b>	<b>-</b>
Pachislot and Pachinko Machines	4.6	6.4	4.7	+2%	6.7	-	-
Entertainment Contents	6.9	9.6	6.6	-4%	8.1	-	-
Resort	0.7	0.9	0.6	-14%	1.2	-	-
Other / Elimination	0.6	0.7	0.6	-	0.8	-	-
<b>Advertising</b>	<b>14.5</b>	<b>19.1</b>	<b>13.6</b>	<b>-6%</b>	<b>24.5</b>	<b>-</b>	<b>-</b>
Pachislot and Pachinko Machines	1.7	2.1	1.2	-29%	3.1	-	-
Entertainment Contents	10.7	14.5	10.7	-	19.1	-	-
Resort	0.6	0.8	0.5	-17%	0.7	-	-
Other / Elimination	1.5	1.7	1.2	-	1.6	-	-

## Pachislot and Pachinko Machines

(JPY Billion)	FY Ended March 2015		FY Ending March 2016				
	Results Through 3Q	Full Year Results	Results Through 3Q	YoY Change	Full Year Forecast (announced on May 11)	Revised Full Year Forecasts (announced on Dec 4)	YoY Change
<b>Sales</b>	<b>108.9</b>	<b>152.1</b>	<b>90.4</b>	<b>-17%</b>	<b>167.0</b>	<b>133.0</b>	<b>-13%</b>
Pachislot	35.8	73.8	52.7	+47%	97.0	-	-
Pachinko	69.2	73.2	34.0	-51%	65.7	-	-
Other / Elimination	3.9	5.1	3.7	-5%	4.3	-	-
<b>Operating Income</b>	<b>15.3</b>	<b>25.7</b>	<b>15.4</b>	<b>+1%</b>	<b>23.0</b>	<b>16.5</b>	<b>-36%</b>
Operating Income Margin	14.0%	16.9%	17.0%	+3.0pt	13.8%	12.4%	-4.5pt
<b>Unit Sales (Pachislot)</b>	<b>96,111</b>	<b>207,830</b>	<b>121,645</b>	<b>+27%</b>	<b>265,000</b>	<b>154,000</b>	<b>-26%</b>
<b>Unit Sales (Pachinko)</b>	<b>224,519</b>	<b>241,425</b>	<b>115,396</b>	<b>-49%</b>	<b>220,000</b>	<b>203,000</b>	<b>-16%</b>

### 《Delivery Data : Pachislot and Pachinko》

Pachislot	FY Ended March 2015		FY Ending March 2016		
	Results Through 3Q	Full Year Results	Results Through 3Q	Full Year Forecast (announced on May 11)	Revised Full Year Forecasts (announced on Dec 4)
Sammy	2 titles	3 titles	4 titles	7 titles	-
	83,516 units	155,695 units	116,305 units	240,000 units	-
TAIYO ELEC	2 titles	2 titles	2 titles	2 titles	-
	9,569 units	9,569 units	5,340 units	25,000 units	-
Ginza/Rodeo	1 title	1 title	-	-	-
	3,026 units	42,566 units	-	-	-
Total	5 titles	6 titles	6 titles	9 titles	-
	96,111 units	207,830 units	121,645 units	265,000 units	154,000 units

Main pachislot titles and number of units sold.

Pachislot		
Title	Brand	Unit Sales (Thousands)
Pachislot Onimusha3 Jikuu Tenshou	Sammy	25
Pachislot Ryu ga Gotoku OF THE END	TAIYO ELEC	4

\* New series of title is counted as one title (Machines launched in the previous fiscal year/change of specification, etc. aren't included).

Pachinko	FY Ended March 2015		FY Ending March 2016		
	Results Through 3Q	Full Year Results	Results Through 3Q	Full Year Forecast (announced on May 11)	Revised Full Year Forecasts (announced on Dec 4)
Sammy	4 titles	5 titles	4 titles	5 titles	-
	196,357 units	206,775 units	97,499 units	165,000 units	-
TAIYO ELEC	4 titles	5 titles	3 titles	6 titles	-
	28,162 units	34,650 units	17,897 units	55,000 units	-
Total	8 titles	10 titles	7 titles	11 titles	-
	224,519 units	241,425 units	115,396 units	220,000 units	203,000 units
Board + Frame	61,469 units	64,476 units	21,906 units	127,500 units	-
Board	163,050 units	176,949 units	93,490 units	92,500 units	-

Main pachinko titles and number of units sold.

Pachinko		
Title	Brand	Unit Sales (Thousands)
Pachinko CR Hokuto No Ken 6 Tenshou Hyakuretsu	Sammy	20
Pachinko CR HARLOCK:SPACE PIRATE	Sammy	8

\* New series of title is counted as one title (Machines launched in the previous fiscal year/change of specification, etc. aren't included).

## Entertainment Contents Business

(JPY Billion)	FY Ended March 2015		FY Ending March 2016				
	Results Through 3Q	Full Year Results	Results Through 3Q	YoY Change	Full Year Forecast (announced on May 11)	Revised Full Year Forecasts (announced on Dec 4)	YoY Change
<b>Sales</b>	<b>147.9</b>	<b>199.6</b>	<b>143.0</b>	<b>-3%</b>	<b>235.0</b>	<b>205.5</b>	<b>+3%</b>
Digital Games	41.4	55.1	39.3	-5%	87.0	-	-
Packaged Games	34.8	47.4	28.9	-17%	44.5	-	-
Amusement Machine Sales	28.5	39.3	29.8	+5%	45.0	-	-
Amusement Center Operations	27.5	36.0	28.2	+3%	36.5	-	-
Animation / Toy	14.4	19.9	15.7	+9%	20.0	-	-
Other / Elimination	1.3	1.9	1.1	-	2.0	-	-
<b>Operating Income</b>	<b>2.0</b>	<b>0.0</b>	<b>2.4</b>	<b>+20%</b>	<b>11.5</b>	<b>2.0</b>	<b>-</b>
Digital Games	6.3	8.0	-0.5	-	11.5	-	-
Packaged Games	-2.9	-2.7	0.5	-	1.3	-	-
Amusement Machine Sales	-0.7	-3.9	-0.1	-	0.0	-	-
Amusement Center Operations	0.6	0.9	1.9	+217%	0.3	-	-
Animation / Toy	-0.7	-1.7	0.7	-	0.2	-	-
Other / Elimination	-0.6	-0.6	-0.1	-	-1.8	-	-
Operating Income Margin	1.4%	-	1.7%	+0.3pt	4.9%	1.0%	-
<b>Sales in Units (Thousands)</b>	<b>8,910</b>	<b>12,280</b>	<b>6,120</b>	<b>-31%</b>	<b>7,140</b>	<b>-</b>	<b>-</b>
<b>Same Store Sales Comparisons</b>	<b>100.1%</b>	<b>100.1%</b>	<b>101.7%</b>	<b>+1.6pt</b>	<b>97.3%</b>	<b>-</b>	<b>-</b>
<b>Domestic Facilities</b>	<b>198</b>	<b>198</b>	<b>198</b>	<b>-</b>	<b>199</b>	<b>-</b>	<b>-</b>

**Entertainment Contents Business**

《 Major Index / Digital Games (Digital Overall) 》

		FY Ended March 2015				FY Ending March 2016		
		1Q Results	2Q Results	3Q Results	4Q Results	1Q Results	2Q Results	3Q Results
Domestic	Average MAU (Thousands, 3 months average)*1	6,690	5,750	5,510	5,430	5,490	7,340	6,150
	ARPMU (JPY) *2	1,225	1,928	1,757	1,761	1,625	1,491	1,552
	Share of sales for top 3 titles *3	47.6%	52.8%	47.6%	45.4%	42.2%	40.2%	42.9%
Accumulated Downloads (Thousands)	Domestic *4	48,560	55,430	61,740	68,020	75,240	79,650	84,660
	Overseas *4	81,980	118,890	138,010	160,000	179,670	200,890	240,190
	Total	130,540	174,320	199,740	228,020	254,910	280,530	324,850
Ratio of advertising expense to net sales *5		12.6%	8.8%	7.1%	8.8%	16.0%	16.8%	14.4%
Noah Pass *8 KPI	Total number of users (Thousands) *6	51,930	58,960	82,600	94,730	100,750	118,370	129,330
	Average MAU (Thousands, 3 months average)*7	4,810	7,300	9,180	10,540	11,020	11,400	12,940
(Composition ratio of overseas sales)		9.4%	8.0%	6.3%	10.4%	11.8%	8.5%	14.9%

Only free to play titles are covered for the calculation of average MAU, ARP MAU, Number of downloads. (Pay-to-play models are not included.)

- \*1. Average of MAU (Monthly Active Users) within each quarter
- \*2. Calculated from dividing quarter digital sales by average MAU (Monthly Active Users)
- \*3. Sales percentage for top 3 titles in the domestic sales of each quarter
- \*4. As of the last day of each quarter
- \*5. Advertising expense percentage for total digital sales of each quarter
- \*6. As of the last day of each quarter
- \*7. The counting method has been changed since FY 2016 2Q.
- \*8. Noah pass is a marketing support tool for smart device.

《Delivery Data / Plan: Packaged Games》 \*Number of titles reflects products launched in this fiscal year

Breakdown by Region		FY Ended March 2015		FY Ending March 2016		
		Results Through 3Q	Full Year Results	Results Through 3Q	Full Year Forecast (announced on May 11)	Revised Full YearForecasts (announced on Dec 4)
Domestic	# of titles	12	15	9	14	-
	# of titles(SKU)	15	19	13	21	-
	Unit Sales(Thousands)	1,410	2,120	830	2,660	-
Overseas	# of titles	13	15	15	20	-
	# of titles(sku)	29	31	18	24	-
	Unit Sales(Thousands)	7,500	10,160	5,290	4,480	-
Total	# of titles	25	30	24	34	-
	# of titles(sku)	44	50	31	45	-
	Unit Sales(Thousands)	8,910	12,280	6,120	7,140	-

**Resort Business**

(JPY Billion)		FY Ended March 2015		FY Ending March 2016				
		Results Through 3Q	Full Year Results	Results Through 3Q	YoY Change	Full Year Forecast (announced on May 11)	Revised Full Year Forecasts (announced on Dec 4)	YoY Change
Sales		10.8	14.9	11.5	+6%	18.0	16.5	+11%
Operating Income		-1.7	-2.3	-1.3	-	-3.5	-2.8	-
Operating Income Margin		-	-	-	-	-	-	-
Phoenix Seagaia Resort	Number of visitors (Thousands)	474	643	424	-11%	580	-	-
	Average sales per customer (JPY) *1	14,339	14,468	15,753	+10%	16,383	-	-
Tokyo Joypolis	Number of visitors (Thousands)	466	614	528	+13%	622	-	-
	Average sales per customer (JPY)	3,406	3,426	3,510	+3%	3,413	-	-
Orbi Yokohama	Number of visitors (Thousands)	323	400	260	-20%	384	-	-
	Average sales per customer (JPY)	2,309	2,283	2,345	+2%	2,236	-	-
Paradise Casino Incheon *2	Casino sales (Billion KRW)	80	109	65	-19%	-	-	-
	Number of visitors (Thousands)	44	58	36	-18%	-	-	-

\*1. We've made a correction to the full year results for the FY Ended March 2015.

\*2. Paradise Casino Incheon is operated by PARADISE SEGASAMMY Co., Ltd., an equity method affiliate of our company. Figures for Paradise Casino Incheon are recorded with three months delay

\* 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.