

Appendix of Consolidated Financial Statements
Year Ended March 31, 2016

Consolidated Income Statements

(JPY Billion)	FY Ended March 2015		FY Ended March 2016			FY Ending March 2017		
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Forecasts Through 2Q	Full Year Forecasts	YoY Change
Sales	158.1	366.8	154.3	347.9	-5%	180.0	380.0	+9%
Pachislot and Pachinko Machines	61.1	152.1	56.6[60.9]*	132.7[141.0]*	-	80.0	157.0	-
Entertainment Contents	90.3	199.6	90.2[85.9]*	198.8[190.5]*	-	93.0	207.0	-
Resort	6.6	14.9	7.4	16.3	+9%	7.0	16.0	-2%
Operating Income	2.7	17.4	5.7	17.6	+1%	6.5	20.0	+14%
Pachislot and Pachinko Machines	7.0	25.7	8.5[8.4]*	21.5[20.9]*	-	10.5	19.0	-
Entertainment Contents	0.6	0.0	1.5[1.7]*	3.6[4.2]*	-	1.0	9.0	-
Resort	-1.4	-2.3	-1.2	-1.8	-	-1.5	-2.5	-
Other / Elimination	-3.5	-6.0	-3.1[-3.2]*	-5.7	-	-3.5	-5.5	-
Operating Income Margin	1.7%	4.7%	3.7%	5.1%	+0.4pt	3.6%	5.3%	+0.2pt
Ordinary Income	2.6	16.8	5.8	16.4	-2%	6.5	20.0	+22%
Extraordinary Gain	0.3	1.0	0.5	1.2	-	0.0	0.0	-
Extraordinary Loss	3.5	15.9	2.3	5.6	-	0.0	0.0	-
Income before income taxes	-0.6	1.9	4.0	12.0	+532%	6.5	20.0	+67%
Profit attributable to owners of parent	-2.8	-11.3	0.9	5.3	-	3.4	10.0	+89%
Net Income Margin	-	-	0.6%	1.5%	-	1.9%	2.6%	+1.1pt
Dividends per share (JPY)	20.00	40.00	20.00	40.00	-	20.00	40.00	-
Earnings per share (JPY)	-11.50	-46.70	4.11	22.90	-	14.51	42.66	-
Net Assets per share (JPY)	1,384.25	1,336.54	1,310.36	1,257.43	-	-	-	-

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

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

Costs and Expenses

(JPY Billion)	FY Ended March 2015		FY Ended March 2016			FY Ending March 2017		
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Forecasts Through 2Q	Full Year Forecasts	YoY Change
R&D Expense / Content Production Expense	28.4	67.6	24.7	58.0	-14%	33.7	67.1	+16%
Pachislot and Pachinko Machines	10.5	22.3	9.8[10.5]*	18.5[20.0]*	-	11.4	22.3	-
Entertainment Contents	17.9	45.7	14.8[14.1]*	39.2[37.7]*	-	22.3	44.6	-
Resort	0.1	0.2	0.1	0.5	+150%	0.0	0.1	-80%
Other / Elimination	-0.1	-0.6	0.0	-0.2	-	0.0	0.1	-
Cap-ex	14.7	28.7	12.5	28.0	-2%	13.8	27.7	-1%
Pachislot and Pachinko Machines	4.1	6.9	2.3[3.2]*	5.0[6.7]*	-	2.9	5.5	-
Entertainment Contents	9.4	19.5	8.7[7.8]*	17.8[16.1]*	-	6.4	15.1	-
Resort	1.0	2.1	1.3	5.0	+138%	4.4	7.0	+40%
Other / Elimination	0.2	0.2	0.2	0.2	-	0.1	0.1	-
Depreciation	8.1	17.6	8.2	16.6	-6%	7.7	15.6	-6%
Pachislot and Pachinko Machines	2.9	6.4	3.1[3.2]*	6.3[6.5]*	-	2.9	5.7	-
Entertainment Contents	4.4	9.6	4.4[4.3]*	8.6[8.4]*	-	3.9	8.1	-
Resort	0.4	0.9	0.4	1.0	+11%	0.8	1.6	+60%
Other / Elimination	0.4	0.7	0.3	0.7	-	0.1	0.2	-
Advertising	10.0	19.1	9.3	17.9	-6%	10.1	19.8	+11%
Pachislot and Pachinko Machines	1.3	2.1	0.7[1.0]*	2.1[2.8]*	-	1.7	3.1	-
Entertainment Contents	7.0	14.5	7.2[6.9]*	13.8[13.1]*	-	7.0	14.8	-
Resort	0.5	0.8	0.3	0.6	-25%	0.3	0.4	-33%
Other / Elimination	1.2	1.7	1.1	1.4	-	1.1	1.5	-

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

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

Pachislot and Pachinko Machines

(JPY Billion)	FY Ended March 2015		FY Ended March 2016			FY Ending March 2017		
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Forecasts Through 2Q	Full Year Forecasts	YoY Change
Sales	61.1	152.1	56.6[60.9]*	132.7[141.0]*	-	80.0	157.0	-
Pachislot	34.5	73.8	31.0	61.1	-17%	52.1	83.9	+37%
Pachinko	23.8	73.2	23.1	66.8	-9%	21.0	57.2	-14%
Other / Elimination	2.8	5.1	2.5[6.8]*	4.8[13.1]*	-	6.9	15.9	-
Operating Income	7.0	25.7	8.5[8.4]*	21.5[20.9]*	-	10.5	19.0	-
Operating Income Margin	11.5%	16.9%	15.0%[13.8%]*	16.2%[14.8%]*	-	13.1%	12.1%	-
Unit Sales (Pachislot)	93,045	207,830	70,260	142,337	-32%	139,300	230,800	+62%
Unit Sales (Pachinko)	82,955	241,425	79,604	199,014	-18%	68,000	182,000	-9%

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

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《Delivery Data : Pachislot and Pachinko》

Pachislot	FY Ended March 2015		FY Ended March 2016		FY Ending March 2017	
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	Forecasts Through 2Q	Full Year Forecasts
Sammy	2 titles	3 titles	2 titles	5 titles	3 titles	7 titles
	83,516 units	155,695 units	70,260 units	136,997 units	120,000 units	195,000 units
TAIYO ELEC	2 titles	2 titles	-	2 titles	2 titles	4 titles
	9,529 units	9,569 units	-	5,340 units	4,300 units	20,800 units
Ginza/Rodeo	-	1 title	-	-	1 title	1 title
	-	42,566 units	-	-	15,000 units	15,000 units
Total	4 titles	6 titles	2 titles	7 titles	6 titles	12 titles
	93,045 units	207,830 units	70,260 units	142,337 units	139,300 units	230,800 units

Main pachislot titles and number of units sold.

Pachislot		
Title	Brand	Unit Sales (Thousands)
Pachislot Hokuto No Ken Tomo	Sammy	79
Pachislot Onimusha3 Jikuu Tenshou	Sammy	25
Pachislot Nisemonogatari	Sammy	20
Pachislot BAYONETTA	Sammy	7
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 Ended March 2016		FY Ending March 2017	
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	Forecasts Through 2Q	Full Year Forecasts
Sammy	3 titles	5 titles	3 titles	5 titles	4 titles	6 titles
	62,893 units	206,775 units	66,130 units	181,117 units	45,000 units	145,000 units
TAIYO ELEC	2 titles	5 titles	3 titles	3 titles	2 titles	4 titles
	20,062 units	34,650 units	13,474 units	17,897 units	23,000 units	37,000 units
Total	5 titles	10 titles	6 titles	8 titles	6 titles	10 titles
	82,955 units	241,425 units	79,604 units	199,014 units	68,000 units	182,000 units
Board + Frame	20,786 units	64,476 units	14,617 units	93,863 units	54,900 units	120,400 units
Board	62,169 units	176,949 units	64,987 units	105,151 units	13,100 units	61,600 units

Main pachinko titles and number of units sold.

Pachinko		
Title	Brand	Unit Sales (Thousands)
Pachinko CR Shin Hokuto Muso	Sammy	70
Pachinko CR Hokuto No Ken 6 series	Sammy	34
Pachinko CR Shin-Juoh 2	Sammy	33
Pachinko CR TOMORROW'S JOE	Sammy	16
Pachinko CR Bakemonogatari series	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 Ended March 2016			FY Ending March 2017		
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Forecasts Through 2Q	Full Year Forecasts	YoY Change
Sales	90.3	199.6	90.2[85.9]*	198.8[190.5]*	-	93.0	207.0	-
Digital Games	27.3	55.1	25.8[21.5]*	53.9[45.6]*	-	24.0	56.5	-
Packaged Games	16.4	47.4	14.6	42.3	-11%	21.0	46.5	+10%
Amusement Machine Sales	18.6	39.3	20.6	41.9	+7%	20.0	44.5	+6%
Amusement Center Operations	17.9	36.0	18.9	38.0	+6%	17.5	35.5	-7%
Animation / Toy	9.1	19.9	9.5	21.2	+7%	9.5	22.5	+6%
Other / Elimination	1.0	1.9	0.8	1.5	-	1.0	1.5	-
Operating Income	0.6	0.0	1.5[1.7]*	3.6[4.2]*	-	1.0	9.0	-
Digital Games	3.8	8.0	0.7[0.9]*	-0.9[-0.4]*	-	1.9	8.0	-
Packaged Games	-3.0	-2.7	-0.9	2.4	-	0.4	1.6	-33%
Amusement Machine Sales	-0.0	-3.9	0.2	-0.1	-	-1.5	-1.1	-
Amusement Center Operations	0.6	0.9	1.3	1.8	+100%	1.2	1.4	-22%
Animation / Toy	-0.5	-1.7	0.0	0.6	-	-0.1	1.0	+67%
Other / Elimination	-0.3	-0.6	0.2	-0.2[-0.1]*	-	-0.9	-1.9	-
Operating Income Margin	0.7%	-	1.7%[2.0%]*	1.8%[2.2%]*	-	1.1%	4.3%	-
Sales in Units (Thousands)	4,100	12,280	3,280	9,220	-25%	5,740	12,280	+33%
Same Store Sales Comparisons	98.7%	100.1%	102.2%	103.1%	+3.0pt	101.1%	101.0%	-2.1pt
Domestic Facilities	198	198	198	194	-	193	194	-

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

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

Entertainment Contents Business

《 Major Index / Digital Games (Digital Overall) 》

		FY Ended March 2015				FY Ended March 2016			
		1Q Results	2Q Results	3Q Results	4Q Results	1Q Results	2Q Results	3Q Results	4Q Results
Domestic	Average MAU (Thousands, 3 months average)*1	6,690	5,750	5,510	5,430	5,490	7,340	6,150	7,660
	ARPMU (JPY) *2	1,225	1,928	1,757	1,761	1,625	1,491	1,552	1,484
	Share of sales for top 3 titles *3	47.6%	52.8%	47.6%	45.4%	42.2%	40.2%	42.9%	49.6%
Ratio of advertising expense to net sales *4		12.6%	8.8%	7.1%	8.8%	16.0%	16.8%	14.4%	11.1%
Noah Pass *7 KPI	Total number of users (Thousands) *5	51,930	58,960	82,600	94,730	100,750	118,370	129,330	137,440
	Average MAU (Thousands, 3 months average)*6	4,810	7,300	9,180	10,540	11,020	11,400	12,940	12,330
(Composition ratio of overseas sales)		9.4%	8.0%	6.3%	10.4%	11.8%	8.5%	14.9%	11.2%
Accumulated Downloads (Thousands)	Domestic *8	48,560	55,430	61,740	68,020	75,240	79,650	84,660	87,930
	Overseas *8	81,980	118,890	138,010	160,000	179,670	200,890	240,190	265,290
	Total	130,540	174,320	199,740	228,020	254,910	280,530	324,850	353,220

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. Advertising expense percentage for total digital sales of each quarter
- *5. As of the last day of each quarter
- *6. The counting method has been changed since FY 2016 2Q.
- *7. Noah pass is a marketing support tool for smart device.
- *8. As of the last day of each quarter

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

Breakdown by Region		FY Ended March 2015		FY Ended March 2016		FY Ending March 2017	
		Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	Forecasts Through 2Q	Full Year Forecasts
Domestic	# of titles	3	15	4	14	3	9
	# of titles(SKU)	4	19	5	20	4	12
	Unit Sales(Thousands)	710	2,120	430	1,740	850	2,280
Overseas	# of titles	3	15	8	15	15	27
	# of titles(sku)	10	31	9	18	21	35
	Unit Sales(Thousands)	3,380	10,160	2,850	7,480	4,890	10,000
Total	# of titles	6	30	12	29	18	36
	# of titles(sku)	14	50	14	38	25	47
	Unit Sales(Thousands)	4,100	12,280	3,280	9,220	5,740	12,280

Resort Business

(JPY Billion)		FY Ended March 2015		FY Ended March 2016			FY Ending March 2017		
		Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Forecasts Through 2Q	Full Year Forecasts	YoY Change
Sales		6.6	14.9	7.4	16.3	+9%	7.0	16.0	-2%
Operating Income		-1.4	-2.3	-1.2	-1.8	-	-1.5	-2.5	-
Operating Income Margin		-	-	-	-	-	-	-	-
Phoenix Seagaia Resort	Number of visitors (Thousands)	322	643	287	571	-11%	272	570	-
	Average sales per customer (JPY)	12,982	14,468	14,912	15,845	+10%	15,415	16,902	+7%
Tokyo Joypolis	Number of visitors (Thousands)	333	614	395	687	+12%	372	650	-5%
	Average sales per customer (JPY)	3,342	3,426	3,466	3,545	+3%	3,578	3,723	+5%
Orbi Yokohama	Number of visitors (Thousands)	240	400	194	323	-19%	232	371	+15%
	Average sales per customer (JPY)	2,264	2,283	2,421	2,282	-	2,079	2,050	-10%
Paradise Casino Incheon*	Casino sales (Billion KRW)	55	109	51	94	-14%	-	-	-
	Number of visitors (Thousands)	29	58	24	48	-17%	-	-	-

* 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.