## Appendix of Consolidated Financial Statements 6 Months Ended September 30, 2015

Consolidated Income Statements

| New segments |  |  |  |  |  |  |  | (Reference) Former segments |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| (JPY Billion) | FY Ended March 2015 |  | FY Ending March 2016 |  |  |  |  | (JPY B illion) | FY Ended March 2015 |  |
|  | Results <br> Through 2Q | Full Year Results | InitialForecastsThrough 2Q(announcedon May 11) | Results <br> Through 2Q | $\begin{gathered} \text { Yoy } \\ \text { Change } \end{gathered}$ | Full Year <br> Forecasts | $\begin{gathered} \text { Yoy } \\ \text { Change } \end{gathered}$ |  | Results <br> Through 2Q | Full Year <br> Results |
|  |  |  |  |  |  |  |  | Net Sales | 154.2 | 354.9 |
|  |  |  |  |  |  |  |  | Pachislot and Pachinko Machines | 60.6 | 149.1 |
| Sales | 158.1 | 366.8 | 200.0 | 154.3 | -2\% | 420.0 | +15\% | Amusement Machine Sales | 18.0 | 39.6 |
| Pachislot and Pachinko Machines | 61.1 | 152.1 | 94.5 | 56.6 | -7\% | 167.0 | +10\% | Amusement Center Operations | 20.8 | 41.4 |
|  |  |  |  |  |  |  |  | Consumer Business | 48.2 | 111.0 |
| Entertainment Contents | 90.3 | 199.6 | 98.5 | 90.2 | - | 235.0 | +18\% | Other | 6.4 | 13.6 |
| Resort | 6.6 | 14.9 | 7.0 | 7.4 | +12\% | 18.0 | +21\% | Operating Income | 3.4 | 17.6 |
| Operating Income | 2.7 | 17.4 | 14.0 | 5.7 | +111\% | 25.0 | +44\% | Pachislot and Pachinko Machines | 7.3 | 25.7 |
| Pachislot and Pachinko Machines | 7.0 | 25.7 | 22.0 | 8.5 | +21\% | 23.0 | -11\% | Amusement Machine Sales | 0.1 | -2.5 |
| Entertainment Contents | 0.6 | 0.0 | -2.5 | 1.5 | +150\% | 11.5 |  | Amusement Center Operations | -0.2 | -0.9 |
| Resort | -1.4 | -2.3 | -2.0 | -1.2 | - | -3.5 |  | Consumer Business | 0.9 | 4.0 |
| Other / Elimination | -3.5 | -6.0 | -3.5 | -3.1 | - | -6.0 |  | Other | -1.0 | -2.0 |
| Operating Income Margin | 1.7\% | 4.7\% | 7.0\% | 3.7\% | +2.0pt | 6.0\% | +1.3pt | Eliminations | -3.7 | -6.5 |
| Ordinary Income | 2.6 | 16.8 | 14.0 | 5.8 | +123\% | 25.0 | +49\% | Operating Income Margin | 2.2\% | 5.0\% |
|  |  |  |  |  |  |  |  | Ordinary Income | 3.3 | 16.9 |
| Extraordinary Gain | 0.3 | 1.0 | 0.0 | 0.5 |  | 0.0 |  | Extraordinary Gain | 0.3 | 1.0 |
| Extraordinary Loss | 3.5 | 15.9 | 0.0 | 2.3 | - | 1.0 |  | Extraordinary Loss | 3.5 | 15.9 |
| Income before income taxes | -0.6 | 1.9 | 14.0 | 4.0 | - | 24.0 | +1,163\% | Income before income taxes | 0.0 | 20 |
| Profit attributable to owners of parent | -2.8 | -11.3 | 11.0 | 0.9 | - | 19.0 | - | and minority interests | 0.0 | 2.0 |
|  |  |  |  |  |  |  |  | Net Income | -2.0 | -11.2 |
| Net Income Margin | - |  | 5.5\% | 0.6\% | - | 4.5\% |  | Net Income Margin |  |  |
| Dividends per share (JPY) | 20.00 | 40.00 | 20.00 | 20.00 | - | 40.00 |  | Dividends per share (JPY) | 20.00 | 40.00 |
| Earnings per share (JPY) | -11.50 | -46.70 | 46.33 | 4.11 | - | 80.02 | - | Earnings per share (JPY) | -8.52 | -46.22 |
| Net Assets per share (JPY) | 1,384.25 | 1,336.54 | - | 1,310.36 | - | - | - | Net Assets per share (JPY) | 1,387.64 | 1,337.46 |

*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 |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} \text { Results } \\ \text { Through 2Q } \end{gathered}$ | Full Year Results | Initial <br> Forecasts <br> Through 2Q <br> (announced <br> on May 11) | $\begin{gathered} \text { Results } \\ \text { Through 2Q } \end{gathered}$ | YoY <br> Change | Full Year Forecasts | YoY <br> Change |
| R\&D Expense / Content Production Expense | 28.4 | 67.6 | 30.0 | 24.7 | -13\% | 69.4 | +3\% |
| Pachislot and Pachinko Machines | 10.5 | 22.3 | 10.2 | 9.8 | -7\% | 21.2 | -5\% |
| Entertainment Contents | 17.9 | 45.7 | 19.7 | 14.8 | -17\% | 48.0 | +5\% |
| Resort | 0.1 | 0.2 | 0.0 | 0.1 | - | 0.1 | -50\% |
| Other / Elimination | -0.1 | -0.6 | 0.1 | 0.0 | - | 0.1 | - |
| Cap-ex | 14.7 | 28.7 | 15.0 | 12.5 | -15\% | 34.4 | +20\% |
| Pachislot and Pachinko Machines | 4.1 | 6.9 | 4.0 | 2.3 | -44\% | 8.1 | +17\% |
| Entertainment Contents | 9.4 | 19.5 | 9.2 | 8.7 | -7\% | 18.7 | -4\% |
| Resort | 1.0 | 2.1 | 1.6 | 1.3 | +30\% | 7.4 | +252\% |
| Other / Elimination | 0.2 | 0.2 | 0.2 | 0.2 | - | 0.2 | - |
| Depreciation | 8.1 | 17.6 | 7.9 | 8.2 | +1\% | 16.8 | -5\% |
| Pachislot and Pachinko Machines | 2.9 | 6.4 | 3.1 | 3.1 | +7\% | 6.7 | +5\% |
| Entertainment Contents | 4.4 | 9.6 | 3.9 | 4.4 | - | 8.1 | -16\% |
| Resort | 0.4 | 0.9 | 0.5 | 0.4 | - | 1.2 | +33\% |
| Other / Elimination | 0.4 | 0.7 | 0.4 | 0.3 | - | 0.8 |  |
| Advertising | 10.0 | 19.1 | 12.6 | 9.3 | -7\% | 24.5 | +28\% |
| Pachislot and Pachinko Machines | 1.3 | 2.1 | 1.6 | 0.7 | -46\% | 3.1 | +48\% |
| Entertainment Contents | 7.0 | 14.5 | 9.4 | 7.2 | +3\% | 19.1 | +32\% |
| Resort | 0.5 | 0.8 | 0.4 | 0.3 | -40\% | 0.7 | -13\% |
| Other / Elimination | 1.2 | 1.7 | 1.2 | 1.1 | - | 1.6 | - |

Pachislot and Pachinko Machines

| (JPY Billion) | FY Ended March 2015 |  | FY Ending March 2016 |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Results Through 2Q | Full Year Results | Initial Forecasts Through 2Q (announced on May 11) | $\begin{gathered} \text { Results } \\ \text { Through 2Q } \end{gathered}$ | $\begin{gathered} \text { YoY } \\ \text { Change } \end{gathered}$ | Full Year Forecasts | $\begin{gathered} \text { YoY } \\ \text { Change } \end{gathered}$ |
| Sales | 61.1 | 152.1 | 94.5 | 56.6 | -7\% | 167.0 | +10\% |
| Pachislot | 34.5 | 73.8 | 61.3 | 31.0 | -10\% | 97.0 | +31\% |
| Pachinko | 23.8 | 73.2 | 31.0 | 23.1 | -3\% | 65.7 | -10\% |
| Other / Elimination | 2.8 | 5.1 | 2.2 | 2.5 |  | 4.3 |  |
| Operating Income | 7.0 | 25.7 | 22.0 | 8.5 | +21\% | 23.0 | -11\% |
| Operating Income Margin | 11.5\% | 16.9\% | 23.3\% | 15.0\% | +3.5pt | 13.8\% | -3.1pt |
| Unit Sales (Pachislot) | 93,045 | 207,830 | 165,000 | 70,260 | -24\% | 265,000 | +28\% |
| Unit Sales (Pachinko) | 82,955 | 241,425 | 110,000 | 79,604 | -4\% | 220,000 | -9\% |

《Delivery Data : Pachislot and Pachinko》

| Pachislot | FY Ended March 2015 |  | FY Ending March 2016 |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} \text { Results } \\ \text { Through 2Q } \end{gathered}$ | Full Year Results | Initial <br> Forecasts <br> Through 2Q <br> (announced <br> on May 11) | $\begin{aligned} & \text { Results } \\ & \text { Through 2Q } \end{aligned}$ | Full Year <br> Forecasts |
| Sammy | 2 titles | 3 titles | 3 titles | 2 titles | 7 titles |
|  | 83,516 units | 155,695 units | 140,000 units | 70,260 units | 240,000 units |
| TAIYO <br> ELEC | 2 titles | 2 titles | 2 titles | - | 2 titles |
|  | 9,529 units | 9,569 units | 25,000 units | - | 25,000 units |
| Ginza/Rodeo | - | 1 title | - | - |  |
|  | - | 42,566 units | - | - |  |
| Total | 4 titles | 6 titles | 5 titles | 2 titles | 9 titles |
|  | 93,045 units | 207,830 units | 165,000 units | 70,260 units | 265,000 units |

Main pachislot titles and number of units sold.

| Pachislot |  |  |
| :---: | :---: | :---: |
| Title | Brand | Unit Sales <br> (Thousands) |
| Pachislot Hokuto No Ken Tomo | Sammy | 69 |

* 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 |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} \text { Results } \\ \text { Through 2Q } \end{gathered}$ | Full Year Results | Initial Forecasts Through 2Q (announced on May 11) | $\begin{gathered} \text { Results } \\ \text { Through 2Q } \end{gathered}$ | Full Year Forecasts |
| Sammy | 3 titles | 5 titles | 3 titles | 3 titles | 5 titles |
|  | 62,893 units | 206,775 units | 75,000 units | 66,130 units | 165,000 units |
| TAIYO ELEC | 2 titles | 5 titles | 4 titles | 3 titles | 6 titles |
|  | 20,062 units | 34,650 units | 35,000 units | 13,474 units | 55,000 units |
| Total | 5 titles | 10 titles | 7 titles | 6 titles | 11 titles |
|  | 82,955 units | 241,425 units | 110,000 units | 79,604 units | 220,000 units |
| Board + Frame | 20,786 units | 64,476 units | 41,500 units | 14,617 units | 127,500 units |
| Board | 62,169 units | 176,949 units | 68,500 units | 64,987 units | 92,500 units |

Main pachinko titles and number of units sold.

| Pachinko |  |  |
| :---: | :---: | ---: |
| Title | Brand | Unit Sales <br> (Thousands) |
| Pachinko CR Shin-Juoh 2 | Sammy | 33 |
| Pachinko CR TOMORROW'S JOE | Sammy | 16 |

[^0]Entertainment Contents Business

| (JPY B illion) |  | FY Ended March 2015 |  | FY Ending March 2016 |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | Results Through 2Q | Full Year Results | Initial <br> Forecasts <br> Through 2Q <br> (announced <br> on May 11) | Results Through 2Q | YoY <br> Change | Full Year <br> Forecasts | YoY <br> Change |
|  | Sales | 90.3 | 199.6 | 98.5 | 90.2 | - | 235.0 | +18\% |
|  | Digital Games | 27.3 | 55.1 | 34.0 | 25.8 | -5\% | 87.0 | +58\% |
|  | Packaged Games | 16.4 | 47.4 | 13.5 | 14.6 | -11\% | 44.5 | -6\% |
|  | Amusement Machine Sales | 18.6 | 39.3 | 23.0 | 20.6 | +11\% | 45.0 | +15\% |
|  | Amusement Center Operations | 17.9 | 36.0 | 18.5 | 18.9 | +6\% | 36.5 | +1\% |
|  | Animation / Toy | 9.1 | 19.9 | 8.5 | 9.5 | +4\% | 20.0 | +1\% |
|  | Other / Elimination | 1.0 | 1.9 | 1.0 | 0.8 | - | 2.0 |  |
|  | Operating Income | 0.6 | 0.0 | -2.5 | 1.5 | +150\% | 11.5 |  |
|  | Digital Games | 3.8 | 8.0 | 2.0 | 0.7 | -82\% | 11.5 | +44\% |
|  | Packaged Games | -3.0 | -2.7 | -3.1 | -0.9 | - | 1.3 |  |
|  | Amusement Machine Sales | -0.0 | -3.9 | -0.4 | 0.2 | - | 0.0 |  |
|  | Amusement Center Operations | 0.6 | 0.9 | 0.5 | 1.3 | +117\% | 0.3 | -67\% |
|  | Animation / Toy | -0.5 | -1.7 | -0.7 | 0.0 | - | 0.2 |  |
|  | Other / Elimination | -0.3 | -0.6 | -0.8 | 0.2 | - | -1.8 |  |
|  | Operating Income Margin | 0.7\% | - | - | 1.7\% | $+1.0 \mathrm{pt}$ | 4.9\% |  |


| Sales in Units (Thousands) | 4,100 | 12,280 | 2,120 | 3,280 | -20\% | 7,140 | -42\% |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Same Store Sales Comparisons | $\mathbf{9 8 . 7 \%}$ | 100.1\% | 99.3\% | 102.2 \% | - | 97.3\% |  |
| Domestic Facilities | 198 | 198 | 198 | 198 | - | 199 |  |

## Entertainment Contents Business

《 Major Index／Digital Games（Digital Overall）》


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

|  |  | FY Ended March 2015 |  | FY Ending March 2016 |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | $\begin{aligned} & \text { Results } \\ & \text { Through 2Q } \end{aligned}$ | Full Year Results | Initial <br> Forecasts <br> Through 2Q <br> （announced <br> on May 11） | $\begin{gathered} \text { Results } \\ \text { Through 2Q } \end{gathered}$ | Full Year Forecasts |
| Domestic | \＃of titles | 3 | 15 | 4 | 4 | 14 |
|  | \＃of titles（S KU） | 4 | 19 | 5 | 5 | 21 |
|  | Unit Sales（Thousands） | 710 | 2，120 | 480 | 430 | 2，660 |
| Overseas | \＃of titles | 3 | 15 | 9 | 8 | 20 |
|  | \＃of titles（sku） | 10 | 31 | 11 | 9 | 24 |
|  | Unit Sales（Thousands） | 3，380 | 10，160 | 1，640 | 2，850 | 4，480 |
| Total | \＃of titles | 6 | 30 | 13 | 12 | 34 |
|  | \＃of titles（sku） | 14 | 50 | 16 | 14 | 45 |
|  | Unit S ales（Thousands） | 4，100 | 12，280 | 2，120 | 3，280 | 7，140 |

## Resort Business

| (JPY B illion) |  | FY Ended March 2015 |  | FY Ending March 2016 |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | Results <br> Through 2Q | Full Year <br> Results | Initial <br> Forecasts <br> Through 2Q <br> (announced <br> on May 11) | Results <br> Through 2Q | YoY <br> Change | Full Year <br> Forecasts | YoY <br> Change |
|  | Sales | 6.6 | 14.9 | 7.0 | 7.4 | +12\% | 18.0 | +21\% |
| Operating Income |  | -1.4 | -2.3 | -2.0 | -1.2 | - | -3.5 |  |
|  | Operating Income Margin | - | - | - | - | - | - |  |
| Phoenix Seagaia Resort | Number of visitors (Thousands) | 322 | 643 | 298 | 287 | -11\% | 580 | -10\% |
|  | Average sale per customer (JPY) | 12,982 | 14,481 | 14,626 | 14,912 | +15\% | 16,383 | +13\% |
| Tokyo Joypolis | Number of visitors (Thousands) | 333 | 614 | 334 | 395 | +19\% | 622 | +1\% |
|  | Average sale per customer (JPY) | 3,342 | 3,426 | 3,394 | 3,466 | +4\% | 3,413 |  |
| Orbi Yokohama | Number of visitors (Thousands) | 240 | 400 | 233 | 194 | -19\% | 384 | -4\% |
|  | Average sale per customer (JPY) | 2,264 | 2,283 | 2,253 | 2,421 | +7\% | 2,236 | -2\% |


| Paradise Casino Incheon* | Casino sales (Billion KRW) | 55 | 109 | - | 51 | -7\% | - |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Number of visitors (Thousands) | 29 | 58 | - | 24 | -17\% | - | - |

[^1]* 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.


[^0]:    * New series of title is counted as one title (Machines launched in the previous fiscal year/change of specification, etc. aren't included).

[^1]:    * 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

