

August 3, 2017  
SEGA SAMMY HOLDINGS INC.

**Appendix of Consolidated Financial Statements**  
**3 Months Ended June 30, 2017**

**Consolidated Income Statements**

(JPY Billion)	FY Ended March 2017		FY Ending March 2018			
	Results Through 1Q	Full Year Results	Results Through 1Q	YoY Change	Full Year Forecasts	YoY Change
<b>Sales</b>	<b>70.6</b>	<b>366.9</b>	<b>107.2</b>	<b>+52%</b>	<b>380.0</b>	<b>+4%</b>
Pachislot and Pachinko Machines	21.2	148.2	54.9	+159%	150.0	+1%
Entertainment Contents	46.7	205.7	50.2	+7%	220.0	+7%
Resort	2.6	13.0	2.0	-23%	10.0	-23%
<b>Operating Income</b>	<b>3.0</b>	<b>29.5</b>	<b>16.6</b>	<b>+453%</b>	<b>20.0</b>	<b>-32%</b>
Pachislot and Pachinko Machines	0.3	26.3	15.1	+4,933%	20.0	-24%
Entertainment Contents	4.9	11.1	3.7	-24%	10.0	-10%
Resort	-0.8	-2.2	-0.7	-	-3.0	-
Other / Elimination	-1.4	-5.7	-1.5	-	-7.0	-
Operating Income Margin	4.2%	8.0%	15.5%	+11.3pt	5.3%	-2.7pt
<b>Ordinary Income</b>	<b>2.9</b>	<b>28.5</b>	<b>16.2</b>	<b>+459%</b>	<b>16.0</b>	<b>-44%</b>
Extraordinary Gain	1.5	13.3	0.5	-	0.0	-
Extraordinary Loss	0.1	8.1	0.3	-	0.0	-
<b>Income before income taxes</b>	<b>4.3</b>	<b>33.7</b>	<b>16.4</b>	<b>+281%</b>	<b>16.0</b>	<b>-53%</b>
<b>Profit attributable to owners of parent</b>	<b>4.1</b>	<b>27.6</b>	<b>11.5</b>	<b>+180%</b>	<b>11.0</b>	<b>-60%</b>
Net Income Margin	5.8%	7.5%	10.7%	+4.9pt	2.9%	-4.6pt
<b>Dividends per share (JPY)</b>	-	<b>40.00</b>	-	-	<b>40.00</b>	-
<b>Earnings per share (JPY)</b>	<b>17.54</b>	<b>117.79</b>	<b>49.22</b>	-	<b>46.93</b>	-
<b>Net Assets per share (JPY)</b>	<b>1,215.03</b>	<b>1,313.06</b>	<b>1,353.20</b>	-	-	-

**Costs and Expenses**

(JPY Billion)	FY Ended March 2017		FY Ending March 2018			
	Results Through 1Q	Full Year Results	Results Through 1Q	YoY Change	Full Year Forecasts	YoY Change
<b>R&amp;D Expense / Content Production Expense</b>	<b>13.9</b>	<b>67.1</b>	<b>15.3</b>	<b>+10%</b>	<b>71.0</b>	<b>+6%</b>
Pachislot and Pachinko Machines	4.5	18.8	4.5	-	19.3	+3%
Entertainment Contents	9.3	48.1	10.8	+16%	51.7	+7%
Resort	0.0	0.2	0.0	-	0.0	-
Other / Elimination	0.1	0.0	0.0	-	0.0	-
<b>Cap-ex</b>	<b>6.1</b>	<b>27.0</b>	<b>5.0</b>	<b>-18%</b>	<b>24.4</b>	<b>-10%</b>
Pachislot and Pachinko Machines	1.4	5.8	1.0	-29%	5.7	-2%
Entertainment Contents	3.3	16.6	3.6	+9%	16.4	-1%
Resort	1.2	4.5	0.3	-75%	2.3	-49%
Other / Elimination	0.2	0.1	0.1	-	0.0	-
<b>Depreciation</b>	<b>3.9</b>	<b>16.3</b>	<b>4.2</b>	<b>+8%</b>	<b>16.6</b>	<b>+2%</b>
Pachislot and Pachinko Machines	1.5	5.8	1.5	-	5.4	-7%
Entertainment Contents	2.0	8.7	2.2	+10%	9.2	+6%
Resort	0.2	1.1	0.2	-	1.3	+18%
Other / Elimination	0.2	0.7	0.3	-	0.7	-
<b>Advertising</b>	<b>3.1</b>	<b>14.8</b>	<b>3.2</b>	<b>+3%</b>	<b>20.5</b>	<b>+39%</b>
Pachislot and Pachinko Machines	0.5	2.1	0.4	-20%	5.2	+148%
Entertainment Contents	2.3	10.7	2.5	+9%	13.9	+30%
Resort	0.1	0.5	0.1	-	0.2	-60%
Other / Elimination	0.2	1.5	0.2	-	1.2	-

**Pachislot and Pachinko Machines Business**

(JPY Billion)	FY Ended March 2017		FY Ending March 2018			
	Results Through 1Q	Full Year Results	Results Through 1Q	YoY Change	Full Year Forecasts	YoY Change
<b>Sales</b>	<b>21.2</b>	<b>148.2</b>	<b>54.9</b>	<b>+159%</b>	<b>150.0</b>	<b>+1%</b>
Pachislot	11.4	86.2	10.2	-11%	63.1	-27%
Pachinko	6.3	48.3	41.1	+552%	71.6	+48%
Other / Elimination	3.5	13.7	3.6	-	15.3	-
<b>Operating Income</b>	<b>0.3</b>	<b>26.3</b>	<b>15.1</b>	<b>+4,933%</b>	<b>20.0</b>	<b>-24%</b>
Operating Income Margin	1.4%	17.7%	27.5%	+26.1pt	13.3%	-4.4pt

<b>Pachislot</b>	Number of Titles	<b>2 titles</b>	<b>10 titles</b>	<b>3 titles</b>	<b>+1 title</b>	<b>11 titles</b>	<b>+1 title</b>
	Unit Sales	<b>29,902 units</b>	<b>215,736 units</b>	<b>25,440 units</b>	<b>-15%</b>	<b>158,000 units</b>	<b>-27%</b>
<b>Pachinko</b>	Number of Titles	<b>1 title</b>	<b>9 titles</b>	<b>2 titles</b>	<b>+1 title</b>	<b>7 titles</b>	<b>-2 titles</b>
	Unit Sales	<b>20,525 units</b>	<b>138,321 units</b>	<b>97,499 units</b>	<b>+375%</b>	<b>203,000 units</b>	<b>+47%</b>
	Board + Frame	13,327 units	115,227 units	83,178 units	+524%	160,300 units	+39%
	Board	7,198 units	23,094 units	14,321 units	+99%	42,700 units	+85%

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

**《FY Ending March 2018 1Q Major titles and number of units sold》**

Pachislot		
Title	Unit Sales (Thousands)	Installed From
Pachislot Beast King Oujya no kakusei	13	April
Pachislot Sakura Wars ~Atsuki chishioni~	6	May
Pachislot Twin Angel BREAK	5	June

Pachinko		
Title	Unit Sales (Thousands)	Installed From
Pachinko CR Hokuto No Ken 7 Resurrection	94	April
Pachinko CR BIG GACHINKO Seven	2	June

**Entertainment Contents Business**

(JPY Billion)	FY Ended March 2017		FY Ending March 2018			
	Results Through 1Q	Full Year Results	Results Through 1Q	YoY Change	Full Year Forecasts	YoY Change
<b>Sales</b>	<b>46.7</b>	<b>205.7</b>	<b>50.2</b>	<b>+7%</b>	<b>220.0</b>	<b>+7%</b>
Digital Games	12.0	47.3	9.5	-21%	59.0	+25%
Packaged Games	10.7	47.1	14.4	+35%	51.5	+9%
Amusement Machine Sales	10.3	49.4	10.4	+1%	43.5	-12%
Amusement Center Operations	8.8	37.2	9.0	+2%	38.0	+2%
Animation / Toy	4.2	22.7	5.1	+21%	24.5	+8%
Other / Elimination	0.7	2.0	1.8	-	3.5	-
<b>Operating Income</b>	<b>4.9</b>	<b>11.1</b>	<b>3.7</b>	<b>-24%</b>	<b>10.0</b>	<b>-10%</b>
Digital Games	2.4	4.9	1.2	-50%	7.3	+49%
Packaged Games	2.4	2.6	1.3	-46%	3.2	+23%
Amusement Machine Sales	-0.1	1.7	0.5	-	-0.4	-
Amusement Center Operations	0.6	2.2	0.4	-33%	1.7	-23%
Animation / Toy	-0.1	1.2	0.1	-	1.5	+25%
Other / Elimination	-0.3	-1.5	0.2	-	-3.3	-
Operating Income Margin	10.5%	5.4%	7.4%	-3.1pt	4.5%	-0.9pt
<b>Packaged Games Number of Titles *</b>	<b>9 titles</b>	<b>42 titles</b>	<b>5 titles</b>	<b>-4 titles</b>	<b>38 titles</b>	<b>-4 titles</b>
Japan	-	9 titles	1 title	+1 title	11 titles	+2 titles
Asia	4 titles	16 titles	1 title	-3 titles	17 titles	+1 title
North America / Europe	5 titles	17 titles	3 titles	-2 titles	10 titles	-7 titles
<b>Packaged Games Sales in Units (Thousands)</b>	<b>2,410</b>	<b>10,280</b>	<b>4,560</b>	<b>+89%</b>	<b>11,600</b>	<b>+13%</b>
Japan	90	1,850	150	+67%	2,000	+8%
New title	-	1,500	40	-	1,770	+18%
Repeat title	90	350	110	+22%	230	-34%
Asia	300	1,060	140	-53%	670	-37%
New title	190	700	60	-68%	640	-9%
Repeat title	110	360	70	-36%	30	-92%
North America / Europe	2,020	7,370	4,260	+111%	8,930	+21%
New title	970	3,040	1,200	+24%	5,170	+70%
Repeat title	1,050	4,330	3,060	+191%	3,760	-13%
<b>Domestic Facilities</b>	<b>193</b>	<b>191</b>	<b>190</b>	<b>-</b>	<b>190</b>	<b>-</b>
<b>Same Store Sales Comparisons</b>	<b>111.2%</b>	<b>108.5%</b>	<b>100.1%</b>	<b>-11.1pt</b>	<b>101.3%</b>	<b>-7.2pt</b>

※ Added the number of titles in Asia

**Entertainment Contents Business**

《 Major Index / Digital Games (Digital Overall) 》

		FY Ended March 2017				FY Ending March 2018
		1Q Results	2Q Results	3Q Results	4Q Results	1Q Results
<b>Sales (JPY Billion)</b>		<b>12.0</b>	<b>11.0</b>	<b>12.0</b>	<b>12.3</b>	<b>9.5</b>
<b>Domestic</b>	Average MAU(Thousands, 3 months average)*1	<b>4,640</b>	<b>3,690</b>	<b>4,140</b>	<b>4,560</b>	<b>3,440</b>
	ARPM AU (JPY) *2	<b>2,038</b>	<b>2,771</b>	<b>2,568</b>	<b>2,327</b>	<b>2,502</b>
	Share of sales for top 3 titles *3	<b>68.4%</b>	<b>70.3%</b>	<b>67.6%</b>	<b>64.6%</b>	<b>59.6%</b>
<b>Overseas</b>	Composition ratio of sales	<b>19.5%</b>	<b>8.6%</b>	<b>10.5%</b>	<b>11.1%</b>	<b>10.4%</b>
<b>Other indicators</b>	Number of Titles(Domestic)	<b>34</b>	<b>30</b>	<b>28</b>	<b>27</b>	<b>25</b>
	Ratio of advertising expense to net sales *4	<b>6.5%</b>	<b>7.9%</b>	<b>10.2%</b>	<b>9.2%</b>	<b>8.2%</b>
	Noah Pass Average MAU(Thousands, 3 months average)	<b>12,360</b>	<b>11,800</b>	<b>11,960</b>	<b>11,400</b>	<b>11,940</b>
<b>Accumulated Downloads (Thousands) *6</b>		<b>22,320</b>	<b>32,650</b>	<b>33,370</b>	<b>30,040</b>	<b>28,420</b>
	<b>Domestic</b>	<b>2,860</b>	<b>4,720</b>	<b>8,230</b>	<b>9,410</b>	<b>2,120</b>
	<b>Overseas</b>	<b>19,460</b>	<b>27,930</b>	<b>25,140</b>	<b>20,630</b>	<b>26,300</b>

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

\*1. Average MAU (Monthly Active Users) over 3 months

\*2. Calculated from dividing sales by MAU (Monthly Active Users)

\*3. Sales percentage for top 3 titles in sales

\*4. As of the last day of each quarter

\*5. Noah pass is a marketing support tool for smart devices

\*6. We've made a correction to the FY2017 3Q number of downloads.

**Resort Business**

(JPY Billion)	FY Ended March 2017		FY Ending March 2018			
	Results Through 1Q	Full Year Results	Results Through 1Q	YoY Change	Full Year Forecasts	YoY Change
Sales	2.6	13.0	2.0	-23%	10.0	-23%
Operating Income	-0.8	-2.2	-0.7	-	-3.0	-

**< PHOENIX RESORT >**

Sales	1.4	8.4	1.8	+29%	10.0	+19%
Operating Income	-0.5	-0.8	-0.3	-	0.0	-
Number of facility users (thousand people)	99	561	126	+27%	651	+16%
3 accommodation facilities	44	293	57	+30%	332	+13%
2 golf courses	20	87	25	+25%	100	+15%
Other facilities	35	181	44	+26%	218	+20%

**< PARADISE SEGASAMMY \* >**

Sales (Billion KRW)	21	95	22	+5%	-	-
Operating Income (Billion KRW)	15	-0	-12	-	-	-
Number of visitors (Thousands)	11	57	17	+55%	-	-

\* PARADISE SEGASAMMY Co., Ltd. is an equity method affiliate

\* Figures for PARADISE SEGASAMMY Co., Ltd. are recorded with three months delay