



October 30, 2009 SEGA SAMMY HOLDINGS INC.

<u>Appendix of Consolidated Financial Statements</u> <u>6 Months Ended September 30, 2009</u>

* FY 2010 Plan numbers of this material are information publicized on May 13, 2009.

* Numbers shown in parentheses are based on previous accounting policy (reference)

Condensed Consolidated Income Statements

(JPY Billion)	FY 2	2009		FY 2	2010	
-	Interim Results	FY Results	Interim Results	YoY Change	Interim Plan	FY Plan
Net Sales	200.4 429.1		154.3	-23.0%	163.0	420.0
Pachinko Pachislot	65.2	161.6	68.3	+4.8%	78.5	186.0
Amusement Machines	34.4	61.9	17.9	-48.0%	18.0	43.0
Amusement Facilities	37.1	71.3	28.9	-22.1%	26.5	52.0
Consumer	61.9	131.3	37.6	-39.3%	38.5	136.0
Other	1.6	2.9	1.5	-6.3%	1.5	3.0
Operating Income	-7.5	8.3	-0.3 (-2.3)	-	-12.5 (-15.0)	27.0 (22.0)
Pachinko Pachislot	-1.0	14.5	10.8	-	3.0	22.0
Amusement Machines	4.6	6.8	-0.7 (-1.2)	-	-2.3 (-2.5)	2.5 (2.0)
Amusement Facilities	-2.8	-7.5	0.2	-	-0.8	-1.0
Consumer	-5.9	-0.9	-8.1 (-9.6)	-	-9.4 (-11.7)	8.5 (4.0)
Other	0.2	0.3	0.2	0.0%	0.0	0.0
Eliminations	-2.6	-4.9	-2.7	-	-3.0	-5.0
Operating Margin	-	1.9%	-	-	-	6.4% (5.2%)
Ordinary Income	-8.4	6.6	-0.7 (-2.7)	-	-13.0 (-15.5)	26.0 (21.0)
Ordinary Income Margin	-	1.5%	-	-	-	6.2% (5.0%)
Net Income	-9.5	-22.8	-6.3 (-8.3)	-	-14.5 (-17.0)	15.0 (10.0)
Net Income Margin	-	-	-	-	-	3.6% (2.4%)
Dividend per share (JPY)	15	30	15	-	15	30
Earning per share (JPY)	-37.92	-90.83	-25.10	-	-57.56	59.54
Net Assets per share (JPY)	990.09	882.47	841.80	-	-	

Costs and Expenses

(JPY Billion)	FY	2009		FY 2	010		
	Interim FY Results Results		Interim Resutls	YoY Change	Interim Plan	FY Plan	
R&D expense / Content Production expense	30.4	59.6	22.9 (24.9)	-24.7% (-18.1%)	25.7 (28.2)	51.2 (56.2)	
Cap-ex	14.5	26.6	6.3	-56.6%	8.6	16.9	
Depreciation	11.9	26.6	7.3	-38.7%	7.9	18.2	
Advertising	11.2	20.7	7.8	-30.4%	8.7	22.5	



Pachinko Pachislot

IPY Billion)	FY 2	2009		FY 2	2010	
	Interim Results	FY Results	Interim Resutls	YoY Change	Interim Plan	FY Plan
Net Sales	65.2	161.6	68.3	+4.8%	78.5	186.0
Pachislot	15.6	33.8	18.2	+16.7%	10.6	51.4
Pachinko	43.8	116.5	47.1	+7.5%	64.1	128.1
Other	5.8	11.2	3.0	-48.3%	3.8	6.4
Operating Income	-1.0	14.5	10.8	-	3.0	22.0
Operating Income Margin	-	9.0%	15.8%	-	3.8%	11.8%
Unit Sales (Pachislot)	55,102	123,286	57,038	+3.5%	40,000	180,000
Unit Sales (Pachinko)	154,950	391,831	167,715	+8.2%	220,000	450,000

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«Shipment Data: Pachinko Pachislot» * Number of titles reflects products which began sales in period

	FY 2	2009		FY 2010	
Pachislot	Interim FY Results Results		Interim Results	Interim Plan	FY Plan
Samura	2 titles	6 titles	3 titles	1 title	6 titles
Sammy	24,775 units	58,184 units	53,898 units	10,000 units	100,000 units
Rodeo	1 title	4 titles	0 title	1 title	3 titles
Rodeo	4,289 units	30,073 units	65 units	20,000 units	60,000 units
TAIYO	2 titles	2 titles	1 title	2 titles	3 titles
ELEC	6,193 units	6,268 units	1,806 units	10,000 units	20,000 units
GINZA	2 titles	5 titles	-	-	-
GINZA	11,391 units	19,657 units	-	-	-
Unit Supply	2 titles	2 titles	1 title	-	-
One Supply	8,454 units	9,104 units	1,269 units	-	-
Total	9 titles	19 titles	5 title	4 titles	12 titles
Total	55,102 units	123,286 units	57,038 units	40,000 units	180,000 units

	Pachislot											
	Title	Brand	Unit Sales (Thousands)									
	Pachislot Psalms of Planets Eureka Seven	Sammy	31									
tles	Pachislot Urusei Yatsura 2	Sammy	16									

* Unit Supply includes the supply of parts to other makers

	FY 2	2009	FY 2010					
Pachinko	Interim Results	FY Results	Interim Results	Interim Plan	FY Plan			
Sammy	2 titles	4 titles	4 title	3 titles	5 titles			
Saminy	126,842 units	307,263 units	105,764 units	150,000 units	330,000 units			
TAIYO	3 titles	5 titles	3 title	3 titles	6 titles			
ELEC	26,946 units	44,491 units	48,653 units	50,000 units	100,000 units			
GINZA	1 title	3 titles	-	-	-			
GINZA	1,162 units	40,077 units	-	-	-			
Unit Supply	-	-	1 title	1 title	1 title			
Onit Supply	-	-	13,298 units	20,000 units	20,000 units			
Total	6 titles	12 titles	8 titles	7 titles	12 titles			
Total	154,950 units	391,831 units	167,715 units	220,000 units	450,000 units			
Board + Flame	138,215 units	350,689 units	58,504 units	132,440 units	202,500 units			
Board	16,735 units	41,142 units	109,211 units	87,560 units	247,500 units			

	Pachinko				
	Title	Brand	Unit Sales (Thousands)		
	Pachinko CR Kyutei Nyokan Chamgum no Chikai	Sammy	50		
3	CR GAMERA THE BATTLE PACHINKO	Sammy	35		
5	CR Kidou Shinsengumi Moeyo Ken 2' series	TAIYO ELEC	34		

* Unit Supply includes the supply of parts to GINZA Corporation





Amusement Machines

(J	PY Billion)	FY 2	2009	FY 2010					
		Interim Resutls	FY Resutls	Interim Results	YoY Change	Interim Plan	FY Plan		
	Net Sales	34.4	61.9	17.9	-48.0%	18.0	43.0		
	Domestic	31.3	53.2	14.8	-52.7%	14.8	35.9		
	Overseas	3.1	8.7	3.1	0.0%	3.2	7.1		
	Operating Income	4.6	6.8	-0.7 (-1.2)	-	-2.3 (-2.5)	2.5 (2.0)		
	Operating Income Margin	13.4%	11.0%	-	-	_	5.8% (4.7%)		
	R&D expense / Content Production expense	5.7	11.4	4.3 (4.8)	-24.6% (-15.8%)	4.8 (5.0)	8.9 (9.4)		

《Shipment Data: Amusement Machines》

Title	Sales			
BORDER BREAK	Video Game	Satellite	2,436 units	



Amusement Facilities

(JPY	Billion)		FY 2	009		FY 2	2010	
			Interim Results	FY Results	Interim Results	YoY Change	Interim Plan	FY Plan
	Net S	ales	37.1	71.3	28.9	-22.1%	26.5	52.0
		(Overseas)	4.7	8.6	2.8	-40.4%	3.0	6.0
	Operating	Income	-2.8	-7.5	0.2	-	-0.8	-1.0
	Operating	g Income Margin	-	_	0.7%	-	_	_
SEC	SEGA Same Store Sales Comps		90.6%	92.4%	92.3%	-	91.5%	93.6%
	Domestic	Facilities	347 facilities	322 facilities	277 facilities	-	249 facilities	246 facilities
		Opened	1 facility	3 facilities	1 facility	-	1 facility	6 facilities
	SEGA	Closed	19 facilities	47 facilities	44 facilities	-	74 facilities	82 facilities
		Total	300 facilities	274 facilities	231 facilities	-	201 facilities	198 facilities
		Opened	2 facilities	3 facilities	0 facility	-	0 facility	0 facility
	Bee / TMS	Closed	0 facility	0 facility	2 facilities	-	0 facility	0 facility
	11015	Total	47 facilities	48 facilities	46 facilities	-	48 facilities	48 facilities
	Overseas Facilities		22 facilities	22 facilities	21 facilities	-	20 facilities	20 facilities
	Cap-	ex	9.0	14.8	2.5	-72.2%	4.1	8.7
	Deprec	iation	7.1	15.9	3.4	-52.1%	3.6	7.8

* "Bee" is an entertainment facility (Darts bar) produced by SEGA Bee LINK Co., LTD

$\langle\!\!\!\langle {\rm SEGA} \; {\rm Same \; Store \; Sales \; Comps \;} \rangle\!\!\!\rangle$

	FY 2010												
April	May	June	1Q Results July		August	September	Interim Results	Interim Plan	FY Plan				
95.6%	98.8%	93.0%	96.0%	92.0%	88.3%	86.0%	92.3%	91.5%	93.6%				

	FY 2009														
April	May	June	1Q Results	July	August	September	Interim Results	October	November	December	3Q Results	January	February	March	FY Results
83.5%	89.0%	89.6%	87.3%	91.2%	95.8%	93.1%	90.6%	97.7%	99.0%	90.8%	92.1%	91.4%	94.4%	95.2%	92.4%



Consumer

(JPY Billion)	FY 2	2009	FY 2010			
	Interim Resutls	FY Results	Interim Results	YoY Change	Interim Plan	FY Plan
Net Sales	61.9	131.3	37.6	-39.3%	38.5	136.0
Entertainment Software	39.0	82.1	15.7	-59.7%	16.5	84.7
Network / Other	22.9	49.2	21.9	-4.4%	22.0	51.3
Operating Income	-5.9	-0.9	-8.1 (-9.6)	-	-9.4 (-11.7)	8.5 (4.0)
Operating Margin	-	-	-	-	-	6.3% (2.9%)
Units Sales (Thousands)	12,760	29,470	5,400	-57.7%	6,170	29,700
R&D expense / Content Production expense	16.7	32.8	11.2 (12.7)	-32.9% (-24.0%)	11.3 (13.6)	24.7 (29.2)

(Shipment Data: Entertainment Software) * Number of titles reflects products which began sales in the period (Number of titles by platform in based on SKU)

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$\frac{1}{90 \text{ Region}} = \frac{1}{90 \text{ fittles}} \left[\begin{array}{c c c c c c c c c c c c c c c c c c c $		FY 2009				FY 2010						
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$		Interim Results		FYR	FY Results		Interim Resutls		Interim Plan		FY Plan	
US 11 (22) $5,410$ $22 (41)$ $12,490$ $8 (12)$ 2.300 $4 (7)$ $1,930$ $22 (43)$ $11,630$ Europe $9 (22)$ $5,340$ $20 (42)$ $12,730$ $7 (10)$ 2.000 $4 (7)$ $1,930$ $22 (43)$ $11,630$ Total $36 (61)$ $12,760$ $78 (122)$ $29,470$ $23 (30)$ $5,400$ $16 (22)$ $6,170$ $60 (107)$ $29,700$ FY 2009 FY 2010 FY 2010 SKU Unit Sales (Thousands) SKU Unit Sales (Thousands) </td <td></td>												
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	Japan / Other	16(17)	2,000	36 (39)	4,230	8 (8)	1,090	8 (8)	900	17 (22)	3,570	
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	US	11 (22)	5,410	22 (41)	12,490	8 (12)	2,300	4 (7)	1,930	22 (43)	11,630	
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	Europe	9 (22)	5,340	20 (42)	12,730	7 (10)	2,000	4 (7)	3,330	21 (42)	14,500	
$ \begin{array}{ c c c c c c c c c c c c c c c c c c c$	Total	36 (61)	12,760	78 (122)	29,470	23 (30)	5,400	16 (22)	6,170	60 (107)	29,700	
$\frac{1}{10000000000000000000000000000000000$		FY 2009				FY 2010						
SKU Unit Sales (Thousands) PS2 7 930 10 1,780 0		Interim Results FY Results			esults	Interim Results Interim Plan				FY Plan		
PS3 9 1,040 21 3,130 2 350 2 380 20 4,630 Wii 8 1,050 23 3,920 11 1,100 7 1,130 22 7,300 Xbox360 7 1,090 16 2,120 2 210 2 260 19 3,460 NDS 18 1,880 30 3,170 9 620 7 600 21 4,610 PSP 4 1,030 7 1,420 2 210 2 90 9 1,260 PC 8 270 15 1,980 4 40 2 30 16 1,770 Catalogue - 5,450 - 11,920 - 2,850 - 3,650 0 6,640		SKU		SKU		SKU		SKU		SKU		
Wii 8 1,050 23 3,920 11 1,100 7 1,130 22 7,300 Xbox360 7 1,090 16 2,120 2 210 2 260 19 3,460 NDS 18 1,880 30 3,170 9 620 7 600 21 4,610 PSP 4 1,030 7 1,420 2 210 2 90 9 1,260 PC 8 270 15 1,980 4 40 2 30 16 1,770 Catalogue - 5,450 - 11,920 - 2,850 - 3,650 0 6,640	PS2	7	930	10	1,780	0	0	0	0	0	0	
Xbox360 7 1,090 16 2,120 2 210 2 260 19 3,460 NDS 18 1,880 30 3,170 9 620 7 600 21 4,610 PSP 4 1,030 7 1,420 2 210 2 90 9 1,260 PC 8 270 15 1,980 4 40 2 30 16 1,770 Catalogue - 5,450 - 11,920 - 2,850 - 3,650 0 6,640	PS3	9	1,040	21	3,130	2	350	2	380	20	4,630	
NDS 18 1,880 30 3,170 9 620 7 600 21 4,610 PSP 4 1,030 7 1,420 2 210 2 90 9 1,260 PC 8 270 15 1,980 4 40 2 30 16 1,770 Catalogue - 5,450 - 11,920 - 2,850 - 3,650 0 6,640	Wii	8	1,050	23	3,920	11	1,100	7	1,130	22	7,300	
PSP 4 1,030 7 1,420 2 210 2 90 9 1,260 PC 8 270 15 1,980 4 40 2 30 16 1,770 Catalogue - 5,450 - 11,920 - 2,850 - 3,650 0 6,640	Xbox360	7	1,090	16	2,120	2	210	2	260	19	3,460	
PC 8 270 15 1,980 4 40 2 30 16 1,770 Catalogue - 5,450 - 11,920 - 2,850 - 3,650 0 6,640	NDS	18	1,880	30	3,170	9	620	7	600	21	4,610	
Catalogue - 5,450 - 11,920 - 2,850 - 3,650 0 6,640	PSP	4	1,030	7	1,420	2	210	2	90	9	1,260	
	PC	8	270	15	1,980	4	40	2	30	16	1,770	
Total 61 12 760 122 29 470 30 5 400 22 6 170 107 29 700	Catalogue	-	5,450	-	11,920	-	2,850	-	3,650	0	6,640	
$\begin{array}{cccccccccccccccccccccccccccccccccccc$	Total	61	12,760	122	29,470	30	5,400	22	6,170	107	29,700	

Titles	Region	Platform	Unit Sales (Thousands)
Virtua Tennis 2009	US, Europe	PS3, Xbox360, Wii, PC	880
The Conduit	US, Europe	Wii	270
Риуориуо 7	Japan	NDS	190

* The contents of this material and comments made during the questions and answers etc of this briefing session 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.