## Appendix of Consolidated Financial Statements

9 Months Ended December 31, 2009

* 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 2009 |  | FY 2010 |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 3Q <br> Results | FY <br> Results | 3Q <br> Results | YoY <br> Change | $\begin{gathered} \text { FY } \\ \text { Plan } \end{gathered}$ | YoY <br> Change |
| Net Sales | 309.0 | 429.1 | 285.3 | -7.7\% | 420.0 | -2.1\% |
| Pachinko Pachislot | 106.2 | 161.6 | 125.6 | +18.3\% | 186.0 | +15.1\% |
| Amusement Machines | 49.9 | 61.9 | 33.1 | -33.7\% | 43.0 | -30.5\% |
| Amusement Facilities | 54.4 | 71.3 | 41.4 | -23.9\% | 52.0 | -27.1\% |
| Consumer | 96.0 | 131.3 | 82.9 | -13.6\% | 136.0 | +3.6\% |
| Other | 2.3 | 2.9 | 2.2 | -4.3\% | 3.0 | +3.4\% |
| Operating Income | -2.7 | 8.3 | 28.8 (24.1) | - | 27.0 (22.0) | +225.3\% (+165.1\%) |
| Pachinko Pachislot | 5.2 | 14.5 | 26.9 | +417.3\% | 22.0 | +51.7\% |
| Amusement Machines | 6.2 | 6.8 | 4.7 (3.8) | -24.2\% (-38.7\%) | 2.5 (2.0) | -63.2\% (-70.6\%) |
| Amusement Facilities | -4.9 | -7.5 | -0.6 | - | -1.0 | - |
| Consumer | -5.6 | -0.9 | 1.4 (-2.3) | - | 8.5 (4.0) | $\square-$ |
| Other | 0.2 | 0.3 | 0.3 | +50.0\% | 0.0 | - |
| Eliminations | -3.9 | -4.9 | -3.9 | - | -5.0 | - |
| Operating Margin | - | 1.9\% | 10.1\% (8.4\%) | - | 6.4\% (5.2\%) | $+4.5 \mathrm{pt}(+3.3 \mathrm{pt})$ |
| Ordinary Income | -5.0 | 6.6 | 27.6 (22.9) | - | 26.0 (21.0) | +293.9\% (+218.2\%) |
| Ordinary Income Margin | - | 1.5\% | 9.7\% (8.0\%) | - | 6.2\% (5.0\%) | $+4.7 \mathrm{pt}(+3.5 \mathrm{pt})$ |
| Extraordinary Gain | 2.1 | 3.5 | 2.3 | - | - | - - |
| Extraordinary Loss | 5.9 | 30.2 | 7.4 | - | - | - - |
| Net Income | $-10.8$ | $-22.8$ | 16.9 (12.2) | - | 15.0 (10.0) | - |
| Net Income Margin | . | - | 5.9\% (4.3\%) | - | 3.6\% (2.4\%) | $\square$ |
| Dividend per share (JPY) | - | 30 | - | - | 30 | - |
| Earning per share (JPY) | -43.03 | -90.83 | 67.27 | - | 59.54 | - |
| Net Assets per share (JPY) | 929.90 | 882.47 | 917.74 | - | - | - |

## Costs and Expenses

| (JPY Billion) | FY 2009 |  | FY 2010 |  |  |  |
| :---: | ---: | ---: | ---: | ---: | ---: | ---: |
|  | 3Q <br> Results |  | FY <br> Results | 3Q <br> Resutls | YoY <br> Change | FY <br> Plan |
| R\&D expense / <br> Change |  |  |  |  |  |  |
| Content Production expense |  |  |  |  |  |  |

## Pachinko Pachislot

| (JPY Billion) | FY 2009 |  | FY 2010 |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} 3 \mathrm{Q} \\ \text { Results } \end{gathered}$ | $\begin{gathered} \text { FY } \\ \text { Results } \end{gathered}$ | 3Q <br> Resutls | YoY <br> Change | $\begin{gathered} \text { FY } \\ \text { Plan } \end{gathered}$ | YoY <br> Change |
| Net Sales | 106.2 | 161.6 | 125.6 | +18.3\% | 186.0 | +15.1\% |
| Pachislot | 29.4 | 33.8 | 25.6 | -12.9\% | 51.4 | +52.1\% |
| Pachinko | 68.4 | 116.5 | 95.1 | +39.0\% | 128.1 | +10.0\% |
| Other | 8.4 | 11.2 | 4.9 | -41.7\% | 6.4 | -42.9\% |
| Operating Income | 5.2 | 14.5 | 26.9 | +417.3\% | 22.0 | +51.7\% |
| Operating Income Margin | 4.9\% | 9.0\% | 21.4\% | +16.5pt | 11.8\% | +2.9pt |
| Unit Sales (Pachislot) | 108,500 | 123,286 | 79,243 | -27.0\% | 180,000 | +46.0\% |
| Unit Sales (Pachinko) | 237,288 | 391,831 | 329,850 | +39.0\% | 450,000 | +14.8\% |

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


| Pachinko | FY 2009 |  | FY 2010 |  |
| :---: | :---: | :---: | :---: | :---: |
|  | 3Q <br> Results | FY <br> Results | 3Q <br> Results | $\begin{gathered} \text { FY } \\ \text { Plan } \end{gathered}$ |
| Sammy | 3 titles | 4 titles | 5 titles | 5 titles |
|  | 198,445 units | 307,263 units | 262,541 units | 330,000 units |
| TAIYO <br> ELEC | 3 titles | 5 titles | 4 titles | 6 titles |
|  | 30,944 units | 44,491 units | 54,011 units | 100,000 units |
| GINZA | 2 titles | 3 titles | 1 title | 1 title |
|  | 7,899 units | 40,077 units | 13,298 units | 20,000 units |
| Total | 8 titles | 12 titles | 10 titles | 12 titles |
|  | 237,288 units | 391,831 units | 329,850 units | 450,000 units |
| Board + Frame | 210,113 units | 350,689 units | 102,135 units | 202,500 units |
| Board | 27,175 units | 41,142 units | 227,715 units | 247,500 units |


| Pachinko |  |  |
| :---: | :---: | ---: |
| Title | Brand | Unit Sales <br> (Thousands) |
| Pachinko CR Soten no Ken | Sammy | 94 |
| Pachinko CR Sengoku Ranbu Aoki Dokugan | Sammy | 53 |

## Amusement Machines

| (JPY Billion) | FY 2009 |  | FY 2010 |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{gathered} 3 \mathrm{Q} \\ \text { Resutls } \end{gathered}$ | FY <br> Resutls | $\begin{gathered} 3 \mathrm{Q} \\ \text { Results } \end{gathered}$ | $\begin{gathered} \text { YoY } \\ \text { Change } \end{gathered}$ | $\begin{gathered} \text { FY } \\ \text { Plan } \end{gathered}$ | YoY Change |
| Net Sales | 49.9 | 61.9 | 33.1 | -33.7\% | 43.0 | -30.5\% |
| Domestic | 43.0 | 53.2 | 28.6 | -33.5\% | 35.9 | -32.5\% |
| Overseas | 7.0 | 8.7 | 4.5 | -35.7\% | 7.1 | -18.4\% |
| Operating Income | 6.2 | 6.8 | 4.7 (3.8) | $-24.2 \%(-38.7 \%)$ | 2.5 (2.0) | -63.2\% (-70.6\%) |
| Operating Income Margin | 12.4\% | 11.0\% | 14.2\% (11.5\%) | +1.8pt (-0.9pt) | 5.8\% (4.7\%) | -5.2pt (-6.3pt) |
| R\&D expense / <br> Content Production expense | 8.3 | 11.4 | 6.0 (6.9) | $-27.7 \%$ (-16.9\%) | 8.9 (9.4) | -21.9\% (-17.5\%) |

《Shipment Data: Amusement Machines》

| Title | Sales |  |  |
| :--- | :---: | :---: | ---: |
| BORDER BREAK | Video Game | Satellite | 2,988 units |
| Shining Force CROSS | Video Game | Satellite | 2,389 units |
| StarHorse2 FIFTH EXPANSION | Medal Game | Main CVT <br> Satellite CVT | 851 units |
| WORLD CLUB Champion Football |  | Satellite CVT (8P) <br> Intercontinental Clubs 2008-2009 | Trading Card Game |

## Amusement Facilities

| (JPY Billion) |  | FY 2009 |  | FY 2010 |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | 3Q <br> Results | FY <br> Results | 3Q <br> Results | $\begin{gathered} \text { YoY } \\ \text { Change } \end{gathered}$ | $\begin{gathered} \text { FY } \\ \text { Plan } \end{gathered}$ | YoY <br> Change |
| Net Sales |  | 54.4 | 71.3 | 41.4 | -23.9\% | 52.0 | -27.1\% |
|  | (Overseas) | 6.6 | 8.6 | 4.1 | -37.9\% | 6.0 | -30.2\% |
| Operating Income |  | -4.9 | -7.5 | -0.6 | - | -1.0 |  |
| Operating Income Margin |  | - | - | - | - | - |  |
| SEGA Same Store Sales Comparisons |  | 92.1\% | 92.4\% | 91.3\% | - | 93.6\% |  |
| Domestic Facilities |  | 347 facilities | 322 facilities | 274 facilities | - | 246 facilities | -76 facilities |
| SEGA | Opened | 3 facilities | 3 facilities | 3 facility |  | 6 facilities |  |
|  | Closed | 22 facilities | 47 facilities | 49 facilities |  | 82 facilities |  |
|  | Total | 299 facilities | 274 facilities | 228 facilities | - | 198 facilities |  |
| $\begin{aligned} & \text { Bee / } \\ & \text { TMS } \end{aligned}$ | Opened | 3 facilities | 3 facilities | 0 facility |  | 0 facility |  |
|  | Closed | 0 facility | 0 facility | 2 facilities |  | 0 facility |  |
|  | Total | 48 facilities | 48 facilities | 46 facilities | - | 48 facilities |  |
| Overseas Facilities |  | 22 facilities | 22 facilities | 21 facilities | - | 20 facilities | -2 facilities |
| Cap-ex |  | 12.3 | 14.8 | 5.8 | -52.8\% | 8.7 | -41.2\% |
| Depreciation |  | 11.4 | 15.9 | 5.6 | -50.9\% | 7.8 | -50.9\% |

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

《SEGA Same Store Sales Comparisons 》

| FY 2010 |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| April | May | June | $\begin{gathered} 1 Q \\ \text { Results } \end{gathered}$ | July | August | September | Interim <br> Results | October | November | December | $3 Q$ <br> Results | $\begin{gathered} \text { FY } \\ \text { Plan } \end{gathered}$ |
| 95.6\% | 98.8\% | 93.0\% | 96.0\% | 92.0\% | 88.3\% | 86.0\% | 92.3\% | 85.2\% | 88.0\% | 93.6\% | 91.3\% | 93.6\% |


| FY 2009 |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| April | May | June | $\begin{gathered} 1 \mathrm{Q} \\ \text { Results } \end{gathered}$ | July | August | September | Interim Results | October | November | December | 3Q <br> Results | January | February | March | FY <br> 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 2009 |  | FY 2010 |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 3Q <br> Resutls | FY <br> Results | 3Q <br> Results | YoY <br> Change | $\begin{gathered} \text { FY } \\ \text { Plan } \end{gathered}$ | YoY <br> Change |
| Net Sales | 96.0 | 131.3 | 82.9 | -13.6\% | 136.0 | +3.6\% |
| Entertainment Software | 59.7 | 82.1 | 49.3 | -17.4\% | 84.7 | +3.2\% |
| Network / Other | 36.3 | 49.2 | 33.6 | -7.4\% | 51.3 | +4.3\% |
| Operating Income | -5.6 | -0.9 | 1.4 (-2.3) |  | 8.5 (4.0) |  |
| Operating Margin | - | - | 1.7\% (-) | - | 6.3\% (2.9\%) |  |
| Units Sales (Thousands) | 21,090 | 29,470 | 16,730 | -20.7\% | 29,700 | +0.8\% |
| R\&D expense / <br> Content Production expense | 23.4 | 32.8 | 16.0 (19.7) | -31.6\% (-15.8\%) | 24.7 (29.2) | -24.7\% (-11.0\%) |

## 《Shipment Data: Entertainment Software》

* Number of titles reflects products which began sales in the period
(Number of titles by platform in based on SKU)

| Breakdown by Region | FY 2009 |  |  |  | FY 2010 |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | 3Q Results |  | FY Results |  | 3Q Resutls |  | FY Plan |  |
|  | $\begin{aligned} & \text { \# of titles } \\ & \text { (SKU) } \end{aligned}$ | Unit Sales <br> (Thousands) | $\begin{aligned} & \text { \# of titles } \\ & \text { (SKU) } \end{aligned}$ | Unit Sales <br> (Thousands) | $\begin{aligned} & \text { \# of titles } \\ & \text { (SKU) } \end{aligned}$ | Unit Sales <br> (Thousands) | $\begin{aligned} & \text { \# of titles } \\ & \text { (SKU) } \end{aligned}$ | Unit Sales (Thousands) |
| Japan / Other | 30 (31) | 3,130 | 36 (39) | 4,230 | 12 (15) | 2,470 | 17 (22) | 3,570 |
| US | 15 (31) | 8,820 | 22 (41) | 12,490 | 15 (25) | 6,090 | 22 (43) | 11,630 |
| Europe | 13 (31) | 9,130 | 20 (42) | 12,730 | 12 (22) | 8,160 | 21 (42) | 14,500 |
| Total | 58 (93) | 21,090 | 78 (122) | 29,470 | 39 (62) | 16,730 | 60 (107) | 29,700 |
| Breakdown <br> by Platform | FY 2009 |  |  |  | FY 2010 |  |  |  |
|  | 3Q Results |  | FY Results |  | 3Q Results |  | FY Plan |  |
|  | SKU | Unit Sales <br> (Thousands) | SKU | Unit Sales (Thousands) | SKU | Unit Sales (Thousands) | SKU | Unit Sales <br> (Thousands) |
| PS2 | 10 | 1,550 | 10 | 1,780 | 0 | 0 | 0 | 0 |
| PS3 | 15 | 2,010 | 21 | 3,130 | 8 | 1,120 | 20 | 4,630 |
| Wii | 15 | 2,220 | 23 | 3,920 | 18 | 4,650 | 22 | 7,300 |
| Xbox360 | 11 | 1,610 | 16 | 2,120 | 8 | 790 | 19 | 3,460 |
| NDS | 26 | 2,660 | 30 | 3,170 | 15 | 3,130 | 21 | 4,610 |
| PSP | 6 | 1,240 | 7 | 1,420 | 7 | 1,070 | 9 | 1,260 |
| PC | 10 | 940 | 15 | 1,980 | 6 | 730 | 16 | 1,770 |
| Catalogue | 8,870 |  | 11,920 |  | - | 5,210 |  | 6,640 |
| Total | 93 | 21,090 | 122 | 29,470 | 62 | 16,730 | 107 | 29,700 |
| Titles |  |  | Region |  | Platform | Unit Sales(Thousands) |  |  |
| Mario \& Sonic at the Olympic Winter Games ${ }^{\text {TM }}$ |  |  | US, Europe |  | Wii, NDS | 5,670 |  |  |
| BA YONETTA |  |  | US, Europe, Japan |  | PS3, Xbox360 |  | 1,100 |  |
| Football Manager 2010 |  |  | US, Europe |  | PSP, PC |  | 740 |  |
| Phantasy Star Portable 2 |  |  | Japan |  | PSP |  | 540 |  |

* 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.

