

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2023/3)

■ Profit and Loss

(Billion yen)

	2021/3				2022/3				2023/3				2021/3			2022/3			2023/3			2024/3	
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year Forecast	
	Sales	45.1	51.9	70.6	50.2	47.4	60.0	70.4	58.1	52.7	63.9	93.8	72.4	97.0	167.6	217.8	107.4	177.8	235.9	116.6	210.4	282.8	305.0
	Consumer	32.4	29.0	41.0	33.3	29.5	41.7	48.4	38.7	34.7	40.3	67.5	45.4	61.4	102.4	135.7	71.2	119.6	158.3	75.0	142.5	187.9	205.0
	Amusement Machine	5.4	8.2	12.0	10.1	11.4	11.8	12.8	13.7	13.1	15.3	17.2	19.3	13.6	25.6	35.7	23.2	36.0	49.7	28.4	45.6	64.9	63.5
	Amusement Center Operations	3.4	8.4	8.8	0.4	-	-	-	-	-	-	-	-	11.8	20.6	21.0	-	-	-	-	-	-	-
	Animation / Toy	3.4	5.6	8.1	6.1	5.5	6.0	8.9	5.2	4.7	8.2	8.8	7.6	9.0	17.1	23.2	11.5	20.4	25.6	12.9	21.7	29.3	36.0
	Other / Elimination	0.4	0.8	0.7	0.3	1.0	0.5	0.3	0.5	0.2	0.1	0.3	0.1	1.2	1.9	2.2	1.5	1.8	2.3	0.3	0.6	0.7	0.5
Entertainment	Operating Income	8.1	6.8	15.0	-2.0	8.4	13.8	13.1	-1.4	6.5	7.3	25.8	-0.9	14.9	29.9	27.9	22.2	35.3	33.9	13.8	39.6	38.7	43.5
Contents	Consumer	12.5	7.8	10.6	0.5	6.5	11.9	11.0	-0.1	5.3	5.3	22.7	-0.5	20.3	30.9	31.4	18.4	29.4	29.3	10.6	33.3	32.8	36.0
	Amusement Machine	-1.6	-0.3	1.8	-1.5	1.6	0.7	0.7	-0.5	0.5	0.4	1.2	0.8	-1.9	-0.1	-1.6	2.3	3.0	2.5	0.9	2.1	2.9	5.0
	Amusement Center Operations	-2.0	-0.7	1.3	0.0	-	-	-	-	-	-	-	-	-2.7	-1.4	-1.4	-	-	-	-	-	-	-
	Animation / Toy	0.0	0.2	1.9	0.0	0.5	1.2	2.1	-0.8	0.2	2.1	1.9	0.3	0.2	2.1	2.1	1.7	3.8	3.0	2.3	4.2	4.5	4.5
	Other / Elimination	-0.8	-0.2	-0.6	-1.0	-0.2	0.0	-0.7	0.0	0.5	-0.5	0.0	-1.5	-1.0	-1.6	-2.6	-0.2	-0.9	-0.9	0.0	0.0	-1.5	-2.0
	Ordinary Income	8.2	8.6	16.3	-5.2	8.5	14.2	14.1	0.0	8.1	9.1	24.3	-0.4	16.8	33.1	27.9	22.7	36.8	36.8	17.2	41.5	41.1	45.0
	Sales	2.7	8.0	26.6	15.8	10.3	13.0	28.5	24.0	10.5	17.0	24.6	42.1	10.7	37.3	53.1	23.3	51.8	75.8	27.5	52.1	94.2	115.0
Pachislot & Pachinko	Pachislot	0.2	1.8	2.8	9.1	3.4	8.6	7.4	11.2	3.3	10.4	12.5	14.8	2.0	4.8	13.9	12.0	19.4	30.6	13.7	26.2	41.0	66.6
	Pachinko	0.0	3.7	20.9	3.9	4.7	2.4	19.2	10.8	5.1	4.4	10.4	24.3	3.7	24.6	28.5	7.1	26.3	37.1	9.5	19.9	44.2	37.7
	Other / Elimination	2.5	2.5	2.9	2.8	2.2	2.0	1.9	2.0	2.1	2.2	1.7	3.0	5.0	7.9	10.7	4.2	6.1	8.1	4.3	6.0	9.0	10.7
	Operating Income	-8.4	-3.6	3.8	-2.4	-1.6	-0.1	7.0	4.0	-0.9	2.2	5.6	13.1	-12.0	-8.2	-10.6	-1.7	5.3	9.3	1.3	6.9	20.0	24.5
	Ordinary Income	-8.5	-3.9	3.7	-2.6	-1.4	0.1	7.3	4.2	-0.6	2.6	5.3	13.4	-12.4	-8.7	-11.3	-1.3	6.0	10.2	2.0	7.3	20.7	25.0
Resort	Sales	0.4	1.8	2.6	1.5	1.5	2.3	2.8	2.0	2.6	3.0	3.1	2.8	2.2	4.8	6.3	3.8	6.6	8.6	5.6	8.7	11.5	12.0
	Operating Income	-1.7	-0.9	-0.5	-1.0	-1.1	-0.7	-0.1	-0.6	-0.3	-0.1	-0.3	-0.4	-2.6	-3.1	-4.1	-1.8	-1.9	-2.5	-0.4	-0.7	-1.1	-1.0
	Ordinary Income	-2.1	-2.5	-2.0	-2.3	-1.9	-2.0	-0.7	-2.1	-1.1	-1.2	-0.5	-0.4	-4.6	-6.6	-8.9	-3.9	-4.6	-6.7	-2.3	-2.8	-3.2	0.0
Other / Elimination	Sales	0.1	0.2	0.1	0.1	0.2	0.1	0.2	0.1	0.3	0.0	0.4	0.4	0.3	0.4	0.5	0.3	0.5	0.6	0.3	0.7	1.1	1.0
	Operating Income	-1.8	-1.5	-1.8	-1.6	-1.9	-2.2	-2.0	-2.6	-2.6	-2.6	-2.4	-3.3	-3.3	-5.1	-6.7	-4.1	-6.1	-8.7	-5.2	-7.6	-10.9	-12.0
	Ordinary Income	-1.6	-1.7	-2.0	-0.7	-1.8	-1.0	-2.1	-2.1	-2.2	-2.4	-1.3	-3.3	-3.3	-5.3	-6.0	-2.8	-4.9	-7.0	-4.6	-5.9	-9.2	-12.0
Consolidated total	Sales	48.3	61.9	99.9	67.6	59.4	75.4	101.9	84.2	66.1	83.9	121.9	117.7	110.2	210.1	277.7	134.8	236.7	320.9	150.0	271.9	389.6	433.0
	Operating Income	-3.8	0.8	16.5	-7.0	3.8	10.8	18.0	-0.6	2.7	6.8	28.7	8.5	-3.0	13.5	6.5	14.6	32.6	32.0	9.5	38.2	46.7	55.0
	Ordinary Income	-4.0	0.5	16.0	-10.8	3.4	11.3	18.6	0.0	4.2	8.1	27.8	9.3	-3.5	12.5	1.7	14.7	33.3	33.3	12.3	40.1	49.4	58.0
	Income before income taxes	-6.4	-16.7	14.3	-1.0	3.2	11.9	20.4	2.4	4.1	7.9	27.7	7.3	-23.1	-8.8	-9.8	15.1	35.5	37.9	12.0	39.7	47.0	58.0
	Profit attributable to owners of parent	-3.3	-18.4	15.5	7.4	2.9	9.1	17.4	7.6	3.1	6.5	23.2	13.1	-21.7	-6.2	1.2	12.0	29.4	37.0	9.6	32.8	45.9	40.0

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2023/3)

■ Major Expenses / Capital Expenditure

(Billion yen)		2021/3				2022/3				2023/3			
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Entertainment Contents	R&D / Content production	9.2	9.8	11.8	14.7	9.9	13.5	12.7	18.3	11.9	14.8	16.4	22.9
	Advertising	1.7	2.8	3.3	3.7	2.2	3.9	3.7	4.4	2.7	5.0	6.3	6.7
	Depreciation	2.2	2.3	0.7	1.5	0.8	0.9	0.9	1.1	0.9	1.0	0.9	1.0
	Cap-ex	2.2	2.8	3.5	1.9	1.5	1.4	1.6	2.8	1.1	1.1	1.7	2.0
Pachislot & Pachinko	R&D / Content production	5.4	3.9	3.3	3.7	3.4	3.2	3.4	4.4	3.0	3.5	3.7	4.2
	Advertising	0.1	0.6	0.3	0.2	0.2	0.6	0.5	0.3	0.3	0.3	0.3	0.8
	Depreciation	0.8	0.9	0.9	0.8	0.5	0.7	0.7	0.8	0.6	0.7	0.7	0.7
	Cap-ex	1.1	0.7	0.7	0.8	1.2	1.1	0.8	1.0	1.0	1.0	1.0	1.2
Resort	R&D / Content production	0.0	0.0	0.1	0.1	0.0	0.0	0.0	0.1	0.0	0.0	0.0	0.1
	Advertising	0.0	0.1	0.1	0.0	0.0	0.2	0.1	0.0	0.0	0.1	0.1	0.1
	Depreciation	0.2	0.2	0.3	0.2	0.1	0.2	0.2	0.1	0.1	0.2	0.1	0.2
	Cap-ex	0.0	0.0	0.1	0.0	0.1	0.1	0.1	0.1	0.5	0.1	0.4	0.2
Other / Elimination	R&D / Content production	0.1	-0.1	0.0	-0.1	0.1	-0.1	0.1	-0.1	0.0	0.0	0.1	-0.2
	Advertising	0.2	0.1	0.2	0.2	0.4	0.4	0.2	0.3	0.3	0.7	0.2	0.2
	Depreciation	0.4	0.3	0.3	0.1	0.4	0.1	0.3	0.2	0.5	0.1	0.3	0.2
	Cap-ex	0.3	0.1	-0.1	0.4	0.3	0.0	0.3	0.6	0.2	0.0	0.2	0.1
Consolidated total	R&D / Content production	14.7	13.6	15.2	18.4	13.4	16.6	16.2	22.7	14.9	18.3	20.2	27.0
	Advertising	2.0	3.6	3.9	4.1	2.8	5.1	4.5	5.0	3.3	6.1	6.9	7.8
	Depreciation	3.6	3.7	2.2	2.6	1.8	1.9	2.1	2.2	2.1	2.0	2.0	2.1
	Cap-ex	3.6	3.6	4.2	3.1	3.1	2.6	2.8	4.5	2.8	2.2	3.3	3.5

2021/3			2022/3			2023/3			2024/3		
Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year Forecast
19.0	30.8	45.5	23.4	36.1	54.4	26.7	43.1	66.0			68.9
4.5	7.8	11.5	6.1	9.8	14.2	7.7	14.0	20.7			23.6
4.5	5.2	6.7	1.7	2.6	3.7	1.9	2.8	3.8			3.6
5.0	8.5	10.4	2.9	4.5	7.3	2.2	3.9	5.9			6.1
9.3	12.6	16.3	6.6	10.0	14.4	6.5	10.2	14.4			15.5
0.7	1.0	1.2	0.8	1.3	1.6	0.6	0.9	1.7			4.0
1.7	2.6	3.4	1.2	1.9	2.7	1.3	2.0	2.7			3.0
1.8	2.5	3.3	2.3	3.1	4.1	2.0	3.0	4.2			5.4
0.0	0.1	0.2	0.0	0.0	0.1	0.0	0.0	0.1			0.0
0.1	0.2	0.2	0.2	0.3	0.3	0.1	0.2	0.3			0.5
0.4	0.7	0.9	0.3	0.5	0.6	0.3	0.4	0.6			0.7
0.0	0.1	0.1	0.2	0.3	0.4	0.6	1.0	1.2			0.4
0.0	0.0	-0.1	0.0	0.1	0.0	0.0	0.1	-0.1			0.1
0.3	0.5	0.7	0.8	1.0	1.3	1.0	1.2	1.4			1.2
0.7	1.0	1.1	0.5	0.8	1.0	0.6	0.9	1.1			1.0
0.4	0.3	0.7	0.3	0.6	1.2	0.2	0.4	0.5			1.6
28.3	43.5	61.9	30.0	46.2	68.9	33.2	53.4	80.4			84.5
5.6	9.5	13.6	7.9	12.4	17.4	9.4	16.3	24.1			29.3
7.3	9.5	12.1	3.7	5.8	8.0	4.1	6.1	8.2			8.3
7.2	11.4	14.5	5.7	8.5	13.0	5.0	8.3	11.8			13.5

■ Number of employees (Full-time employees and permanent contract employees *excludes the No. of temporary employees)

(Employees)		FY2021/3				FY2022/3				FY2023/3			
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Entertainment Contents		6,284	6,340	5,394	5,369	5,464	5,541	5,612	5,630	5,822	5,887	5,989	6,035
Pachislot & Pachinko		1,458	1,457	1,446	1,022	1,057	1,052	1,050	1,047	1,087	1,111	1,106	1,108
Resort		732	729	714	699	714	701	682	664	684	672	651	628
Others		510	525	526	445	435	431	426	419	426	437	449	448
Consolidated total		8,984	9,051	8,080	7,535	7,670	7,725	7,770	7,760	8,019	8,107	8,195	8,219
Overseas personnel ratio		20.5%	20.8%	24.0%	26.3%	26.1%	27.0%	27.2%	27.6%	27.4%	27.9%	28.1%	28.7%
R&D personnel ratio		46.3%	46.9%	52.4%	54.8%	55.5%	56.0%	56.5%	56.9%	56.4%	56.7%	56.9%	57.1%

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2023/3)

■ Consumer Sales Breakdown

(Billion yen)		2021/3				2022/3				2023/3				2021/3			2022/3			2023/3			2024/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year Forecast
Consumer Sales	Total	32.4	29.0	41.0	33.3	29.5	41.7	48.4	38.7	34.7	40.3	67.5	45.4	61.4	102.4	135.7	71.2	119.6	158.3	75.0	142.5	187.9	205.0
	Domestic	12.4	15.5	20.8	15.9	13.0	17.9	19.4	16.3	15.7	18.1	18.6	19.0	27.9	48.7	64.6	30.9	50.3	66.6	33.8	52.4	71.4	71.6
	Overseas	19.6	13.8	20.9	18.1	16.7	23.6	29.1	22.6	19.2	21.9	48.7	26.9	33.4	54.3	72.4	40.3	69.4	92.0	41.1	89.8	116.7	135.4
	Overseas sales ratio	60.5%	47.6%	51.0%	54.4%	56.6%	56.6%	60.1%	58.4%	55.3%	54.3%	72.1%	59.3%	54.4%	53.0%	53.4%	56.6%	58.0%	58.1%	54.8%	63.0%	62.1%	66.0%
	Other / Elimination	0.2	-0.1	-0.7	-0.7	-0.2	0.2	-0.1	-0.2	-0.2	0.3	0.2	-0.5	0.1	-0.6	-1.3	0.0	-0.1	-0.3	0.1	0.3	-0.2	-2.0
Breakdown	Full Games	14.4	10.8	17.4	12.5	11.0	19.7	19.6	15.5	9.9	12.4	33.0	17.9	25.2	42.6	55.1	30.7	50.3	65.8	22.3	55.3	73.2	108.1
	New titles	2.0	3.2	8.6	6.1	3.0	13.0	13.1	11.5	2.1	5.4	25.9	12.2	5.2	13.8	19.9	16.0	29.1	40.6	7.5	33.4	45.6	75.8
	Japan	0.0	0.1	1.7	0.3	0.2	2.2	3.0	0.3	0.5	1.2	1.9	1.4	0.1	1.8	2.1	2.4	5.4	5.7	1.7	3.6	5.0	9.5
	Asia	0.7	0.3	0.2	0.5	0.1	0.8	1.1	1.0	0.5	0.6	2.4	1.8	1.0	1.2	1.7	0.9	2.0	3.0	1.1	3.5	5.3	5.4
	NA / EU	1.2	2.9	6.5	5.4	2.7	10.0	9.0	10.1	1.0	3.6	21.7	8.9	4.1	10.6	16.0	12.7	21.7	31.9	4.6	26.3	35.2	60.8
	Repeat sales	12.3	7.6	8.9	6.4	8.0	6.7	6.5	4.0	7.7	7.0	7.1	5.8	19.9	28.8	35.2	14.7	21.2	25.2	14.7	21.8	27.6	32.3
	Japan	1.7	1.0	1.0	0.8	0.8	1.2	0.8	0.6	0.8	0.9	0.7	0.6	2.7	3.7	4.5	2.0	2.8	3.4	1.7	2.4	3.0	2.4
	Asia	0.5	0.6	0.4	0.7	0.7	0.7	0.4	0.5	0.8	0.7	0.7	0.6	1.1	1.5	2.2	1.4	1.8	2.3	1.5	2.2	2.8	2.4
	NA / EU	9.9	6.2	7.4	5.0	6.4	4.9	5.3	2.9	6.1	5.4	5.6	4.5	16.1	23.5	28.5	11.3	16.6	19.5	11.5	17.1	21.6	27.5
	Overseas sales ratio	85.4%	92.6%	83.3%	92.8%	90.0%	83.2%	80.6%	93.5%	84.8%	83.1%	92.1%	88.3%	88.5%	86.4%	87.8%	85.7%	83.7%	86.2%	83.9%	88.8%	88.7%	88.9%
	Download sales ratio	66.5%	69.4%	54.6%	68.8%	61.6%	64.4%	56.3%	88.9%	74.9%	74.1%	60.3%	81.1%	67.7%	62.8%	63.8%	65.3%	63.8%	69.5%	74.5%	66.0%	69.7%	68.2%
	F2P	11.1	14.4	15.6	13.0	12.4	13.7	14.7	15.0	15.6	16.2	15.2	15.1	25.5	41.1	54.1	26.1	40.8	55.8	31.8	47.0	62.1	64.0
	Japan	9.1	12.4	14.0	11.7	10.9	12.2	13.4	13.5	13.0	14.1	12.8	13.3	21.5	35.5	47.2	23.2	36.6	50.1	27.1	39.9	53.2	51.6
	Asia	0.0	0.1	0.1	0.0	0.0	0.0	0.3	0.2	0.5	0.0	0.0	0.1	0.1	0.2	0.2	0.0	0.3	0.5	0.5	0.5	0.6	0.7
	NA / EU	1.9	2.0	1.4	1.3	1.4	1.4	1.0	1.3	2.0	2.1	2.4	1.7	3.9	5.3	6.6	2.9	3.9	5.2	4.1	6.5	8.2	11.6
	Titles released in or before FY2018/3	5.1	6.3	5.0	4.2	3.9	2.9	3.4	3.2	3.7	3.0	2.9	3.0	11.4	16.4	20.6	6.8	10.2	13.4	6.8	9.7	12.7	11.9
	Titles released in FY2019/3	2.2	3.0	2.1	0.9	1.4	2.0	1.2	1.5	1.5	2.7	2.5	2.9	5.2	7.3	8.2	3.4	4.6	6.1	4.2	6.6	9.5	9.3
	Titles released in FY2020/3	2.1	2.7	2.4	2.5	1.0	1.3	1.1	1.1	0.7	0.8	0.7	0.7	4.8	7.2	9.7	2.3	3.4	4.4	1.5	2.2	2.9	2.7
	Titles released in FY2021/3	1.5	2.6	6.1	5.4	4.5	4.1	7.0	6.4	6.2	6.6	5.9	6.0	4.1	10.2	15.6	8.6	15.6	22.0	12.8	18.7	24.7	20.0
	Titles released in FY2022/3	-	-	-	-	1.6	3.4	2.0	2.8	3.4	3.1	3.2	2.5	-	-	-	5.0	7.0	9.8	6.5	9.8	12.2	12.8
	Titles released in FY2023/3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Titles released in FY2023/4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	7.3
	Other	6.5	4.1	8.8	8.3	6.2	8.3	14.1	8.4	9.2	11.7	19.3	12.4	10.6	19.4	27.7	14.5	28.6	37.0	20.9	40.2	52.6	32.9

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2023/3)

■Number of Titles, Unit Sales (Full Game)

		2021/3				2022/3				2023/3				2021/3			2022/3			2023/3			2024/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year Forecast
No. of titles	Japan	0	0	2	0	0	3	2	1	3	4	4	4	0	2	2	3	5	6	7	11	15	12
	Asia	1	0	3	2	1	3	3	2	3	4	4	4	1	4	6	4	7	9	7	11	15	13
	NA / EU	3	2	4	1	3	3	5	2	3	4	5	4	5	9	10	6	11	13	7	12	16	14
Unit sales (Thousand)	Total	12,980	6,100	15,120	7,570	6,580	7,460	7,930	5,230	5,140	5,000	10,610	7,140	19,080	34,200	41,770	14,040	21,970	27,200	10,140	20,750	27,890	34,480
	New titles total	790	390	2,590	2,250	1,060	2,440	3,130	2,140	440	1,040	5,490	3,120	1,180	3,770	6,020	3,500	6,630	8,770	1,480	6,970	10,090	14,120
	Japan	10	10	350	60	50	360	370	70	90	160	390	450	20	370	430	410	780	850	250	640	1,090	1,370
	Asia	150	50	60	100	50	200	250	260	110	150	600	490	200	260	360	250	500	760	260	860	1,350	930
	NA / EU	620	340	2,170	2,090	960	1,880	2,510	1,810	230	730	4,500	2,180	960	3,130	5,220	2,840	5,350	7,160	960	5,460	7,640	11,800
	Repeat sales total	12,190	5,710	12,520	5,320	5,520	5,020	4,800	3,090	4,700	3,950	5,120	4,020	17,900	30,420	35,750	10,540	15,340	18,430	8,650	13,770	17,790	20,360
	Japan	460	230	300	240	290	370	290	180	260	500	320	300	690	990	1,230	660	950	1,140	760	1,080	1,380	1,130
	Asia	240	270	190	300	340	340	200	280	410	340	640	450	510	700	1,000	680	880	1,170	750	1,390	1,840	1,280
	NA / EU	11,480	5,210	12,040	4,780	4,890	4,310	4,300	2,620	4,030	3,090	4,170	3,270	16,690	28,730	33,510	9,200	13,500	16,130	7,120	11,290	14,560	17,930

■Unit sales of major IPs(Full Game)

		2021/3				2022/3				2023/3				2021/3			2022/3			2023/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year
Sonic series		800	1,500	1,400	700	1,000	1,900	2,000	900	1,460	1,170	4,120	1,400	2,300	3,700	4,400	2,900	4,900	5,800	2,630	6,750	8,150
Total War series		1,900	600	1,100	400	600	400	300	1,300	420	530	800	550	2,500	3,600	4,000	1,000	1,300	2,600	950	1,750	2,300
Persona series		1,200	300	400	1,100	400	300	300	300	270	230	1,540	1,230	1,500	1,900	3,000	700	1,000	1,300	500	2,040	3,270
Like a Dragon series (includes "Judgment" series)		300	300	1,000	600	700	1,100	700	400	470	490	770	1,100	600	1,600	2,200	1,800	2,500	2,900	960	1,730	2,830

■ Number of Titles (F2P)

		2021/3				2022/3				2023/3				2021/3			2022/3			2023/3			2024/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year Forecast
F2P	No. of new titles launched	2	2	1	0	2	0	0	1	0	0	0	0	4	5	5	2	2	3	0	0	0	3
	No. of titles ended services	-1	0	-1	0	-2	0	0	-3	0	0	0	0	-1	-2	-2	-2	-2	-5	0	0	0	0
	No. of titles in operation at FY end	20	22	22	22	22	22	22	20	20	20	20	20	22	22	22	22	22	20	20	20	20	23

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2023/3)

■ Number of Titles, Unit Sales (Pachislot & Pachinko)

	2021/3				2022/3				2023/3				
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	
Pachislot	Number of titles	0	1	2	2	2	2	4	2	2	3	1	
	Unit sales (units)	485	4,400	7,602	22,786	9,554	21,630	17,738	28,948	8,724	25,988	28,867	31,387
Pachinko	Number of titles	0	2	1	1	2	1	2	0	1	0	2	2
	Unit sales (units)	177	11,165	48,017	9,654	15,038	8,080	40,907	33,002	14,018	9,942	25,199	54,397
	Board + Frame	54	1,133	45,387	7,067	3,437	1,447	36,115	15,729	3,598	6,520	8,714	33,320
	Board	123	10,032	2,630	2,587	11,601	6,633	4,792	17,273	10,420	3,422	16,485	21,077

2021/3			2022/3			2023/3			2024/3
Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year Forecast
1	3	5	4	6	10	4	7	8	8
4,885	12,487	35,273	31,184	48,922	77,870	34,712	63,579	94,966	146,000
2	3	4	3	5	5	1	3	5	6
11,342	59,359	69,013	23,118	64,025	97,027	23,960	49,159	103,556	93,000
1,187	46,574	53,641	4,884	40,999	56,728	10,118	18,832	52,152	54,400
10,155	12,785	15,372	18,234	23,026	40,299	13,842	30,327	51,404	38,600

■ Number of Facility Users (Resort)

(Thousand)		2021/3				2022/3				2023/3			
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
PSR	No. of facility users	44	167	219	122	140	187	244	189	234	257	226	229
	3 accommodation facilities	12	66	99	46	48	76	109	75	94	112	93	95
	2 golf courses	9	22	26	18	22	21	27	24	26	23	27	27
	Other facilities	23	79	94	58	70	90	108	90	114	122	106	107
P City	No. of casino users	66	35	36	37	34	25	21	19	21	27	43	60

2021/3			2022/3			2023/3			2024/3
Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year Forecast
211	430	552	327	571	760	491	717	946	908
78	177	223	124	233	308	206	299	394	374
31	57	75	43	70	94	49	76	103	103
102	196	254	160	268	358	236	342	449	431
101	137	174	59	80	99	48	91	151	-

※PSR=Phoenix Seagaia Resort P City=Paradise City

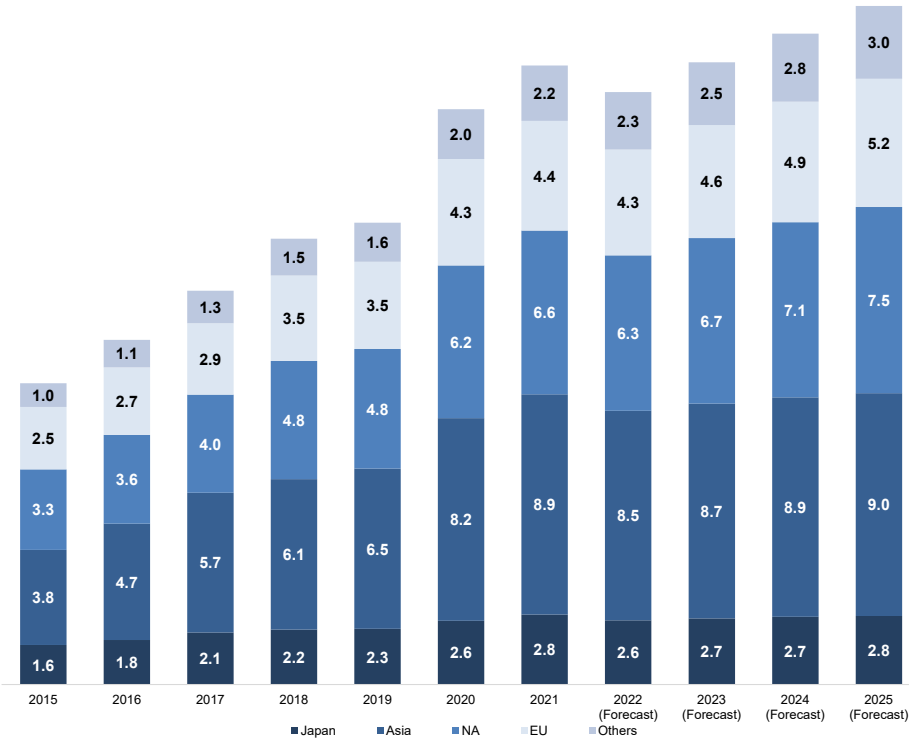
■ Profit & Loss of Paradise Segasammy

(KRW Billion)		FY2021/3				FY2022/3				FY2023/3			
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4
Sales		89.7	26.0	29.2	32.6	42.4	31.8	52.0	35.3	45.6	45.2	78.9	100.8
	Casino	75.8	16.0	15.1	19.9	30.2	13.9	31.1	11.4	22.7	18.4	44.5	71.9
	Hotel	10.8	8.6	13.4	11.6	11.4	16.9	18.4	21.0	20.0	23.0	28.8	24.1
	Other	3.0	1.4	0.7	1.2	0.7	1.1	2.5	2.7	2.8	3.7	5.6	4.9
Gross profit		11.2	-21.6	-18.8	-9.3	-0.3	-10.4	5.8	-11.8	-0.1	-4.1	17.9	22.7
Operating profit		2.4	-28.1	-25.6	-15.4	-7.5	-16.1	-0.2	-18.4	-5.8	-9.9	10.9	13.3
EBITDA		17.5	-13.5	-11.0	-0.7	6.8	-1.8	13.9	-4.0	8.2	4.2	25.2	27.7
Net profit		-5.3	-36.4	-35.4	-29.1	-17.4	-27.8	-11.4	-31.3	-17.6	-21.0	1.1	3.5
Equity method acquisition amount (Billion yen)		-0.3	-1.6	-1.5	-1.3	-0.8	-1.3	-0.5	-1.5	-0.8	-1.1	-0.0	0.1

FY2021/3			FY2022/3			2023/3		
Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year
115.7	144.9	177.5	74.2	126.2	161.5	90.8	169.7	270.5
91.8	106.9	126.8	44.1	75.2	86.6	41.1	85.6	157.5
19.4	32.8	44.4	28.3	46.7	67.7	43.0	71.8	95.9
4.4	5.1	6.3	1.8	4.3	7.0	6.6	12.2	17.1
-10.4	-29.2	-38.5	-10.7	-4.9	-16.7	-4.2	13.7	36.4
-25.7	-51.3	-66.7	-23.6	-23.8	-42.2	-15.7	-4.8	8.5
4.0	-7.0	-7.7	5.0	18.9	14.9	12.4	37.6	65.3
-41.7	-77.1	-106.2	-45.2	-56.6	-87.9	-38.6	-37.4	-33.9
-1.9	-3.4	-4.7	-2.1	-2.6	-4.1	-1.9	-1.9	-1.8

Consumer Games Markets Scale

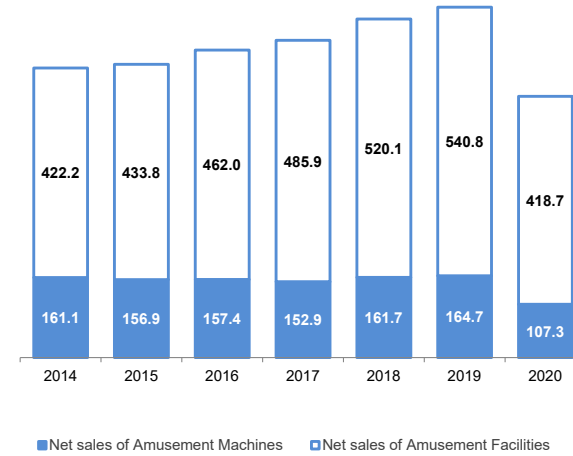
Market size trend of Consumer games (JPY trillions)



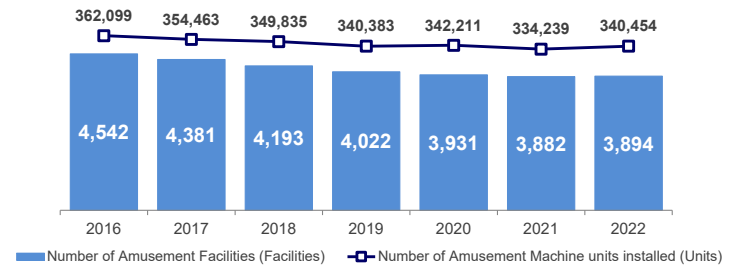
Source: In-house estimation based on data from "Newzoo Global Games Market Data January 2023"
(*Exchange rate: 1 USD = 130 JPY)

Amusement Machine and Amusement Center Operations Markets Scale

Amusement Machine / Facilities sales (JPY billion)

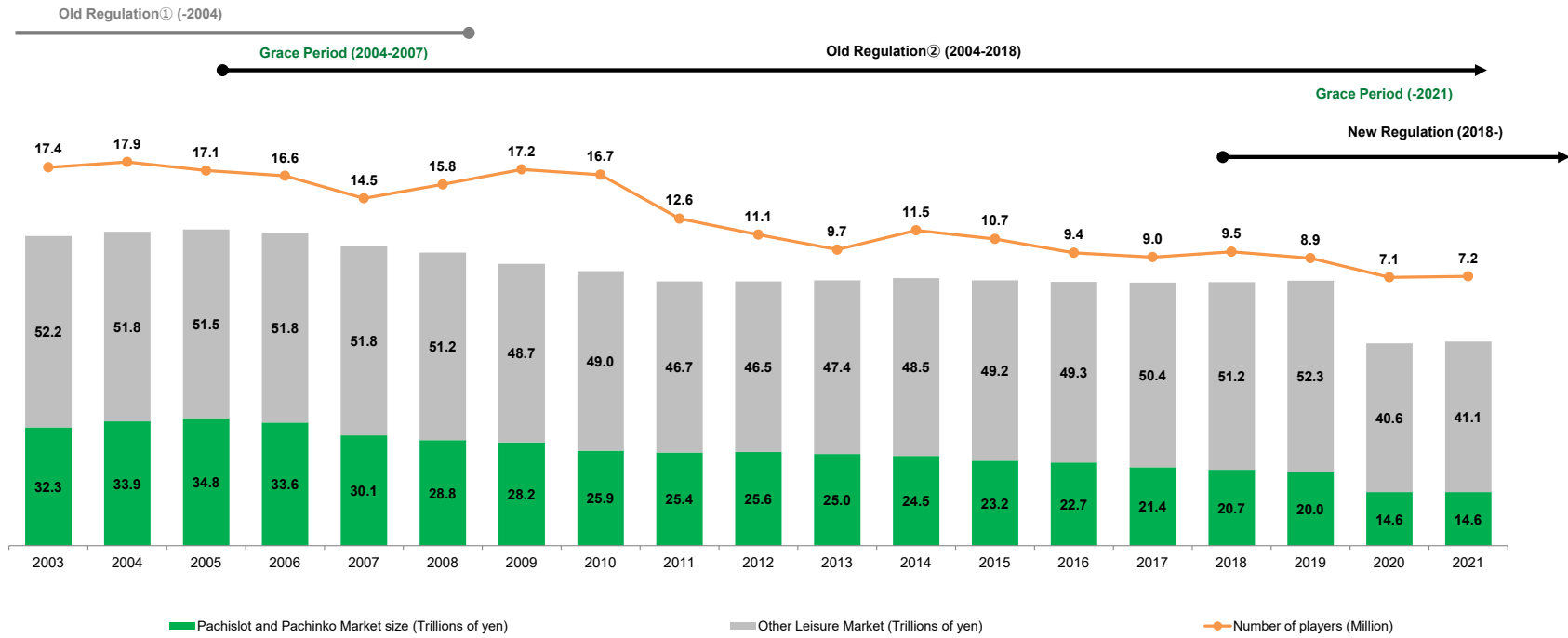


Number of Amusement Facilities / Amusement Machine unit installed



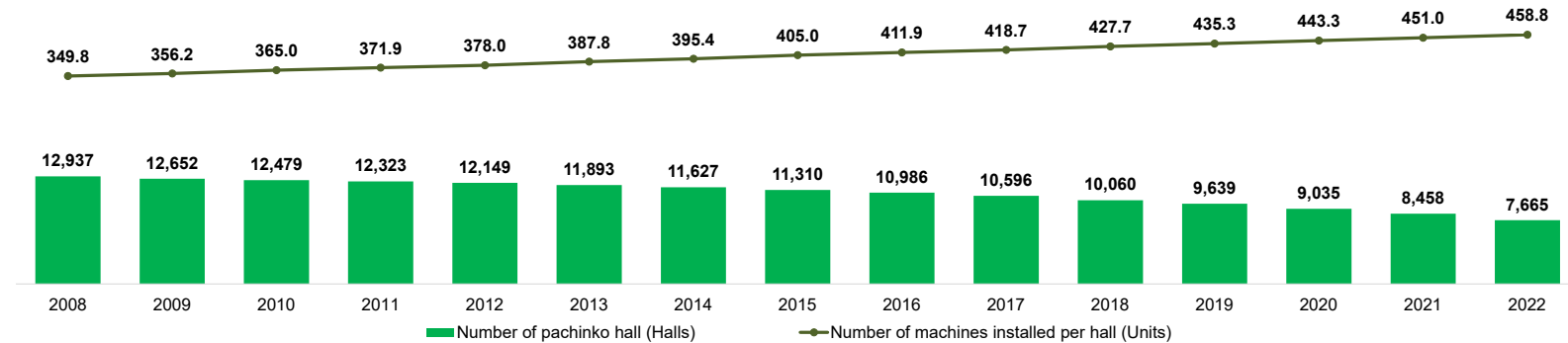
Source: JAIA, National Police Agency

Transition of market size and number of players



Source: White Paper on Leisure Industry 2022, Japan Productivity Center

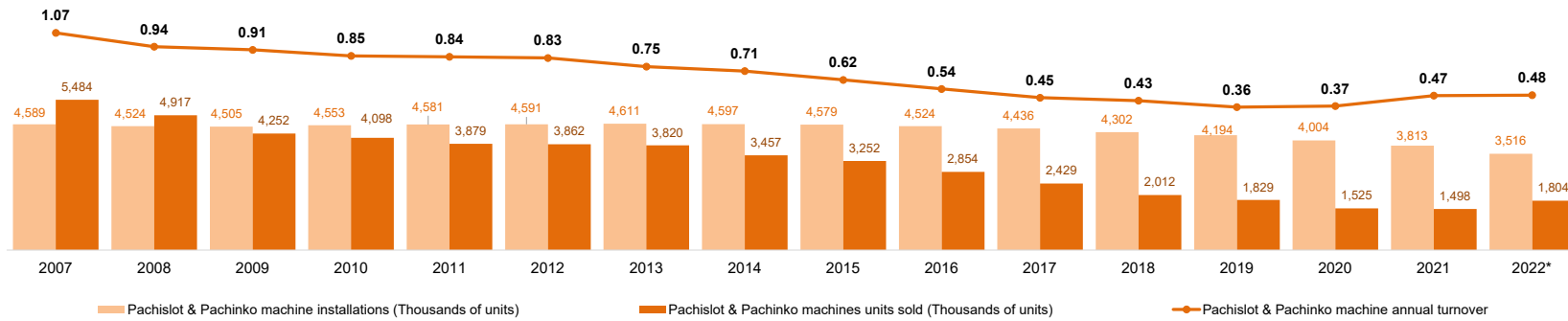
Transition of number of pachinko halls and number of machines installed per hall



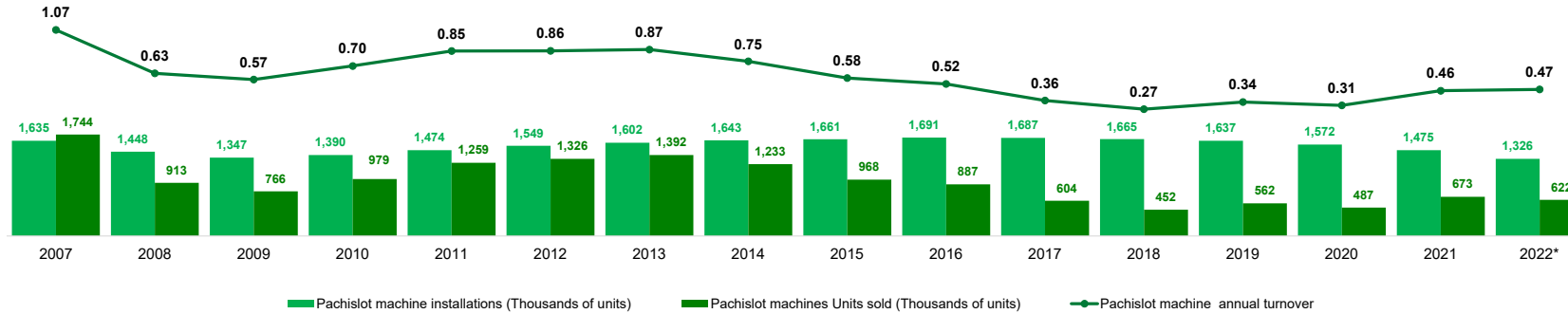
Sources : National Police Agency

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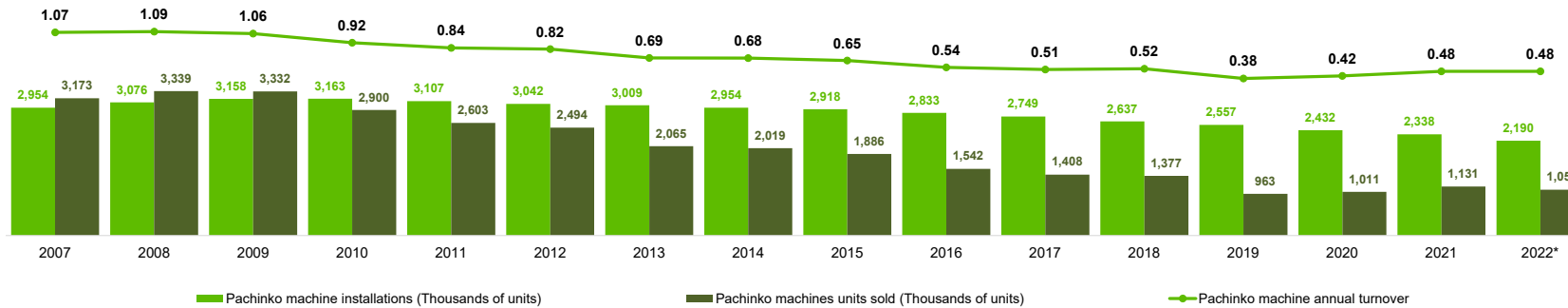
Pachislot & Pachinko machine Installations, Unit sales and Annual turnover



Pachislot machine installations, unit sales and annual turnover rate

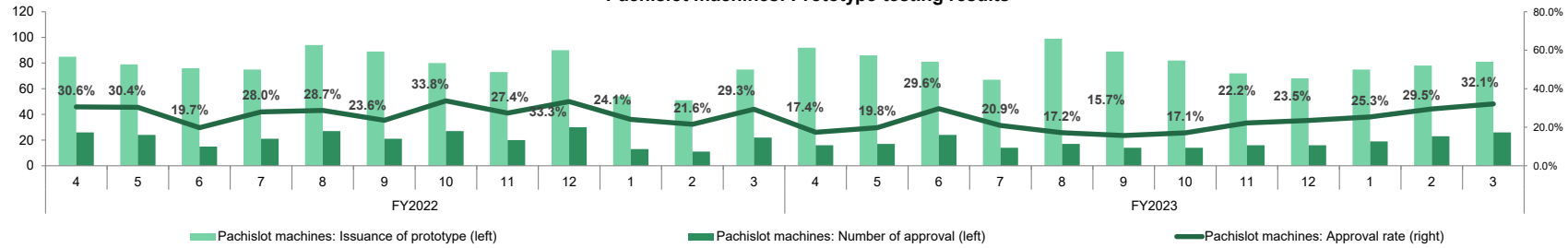


Pachinko machine installations, unit sales and annual turnover rate

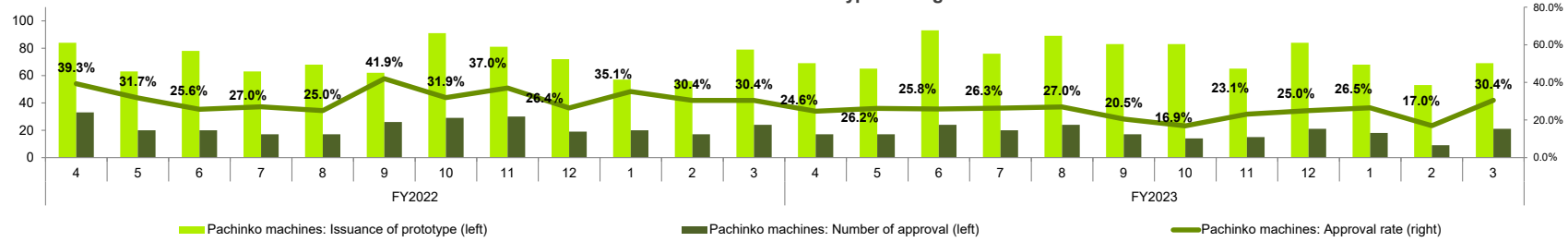


Sources: National Police Agency and Yano Research Institute Ltd. "Pachinko Manufacturer Trends 2022" (Research of Japanese Market) *The data for 2022 are in-house estimations

Pachislot machines: Prototype testing results

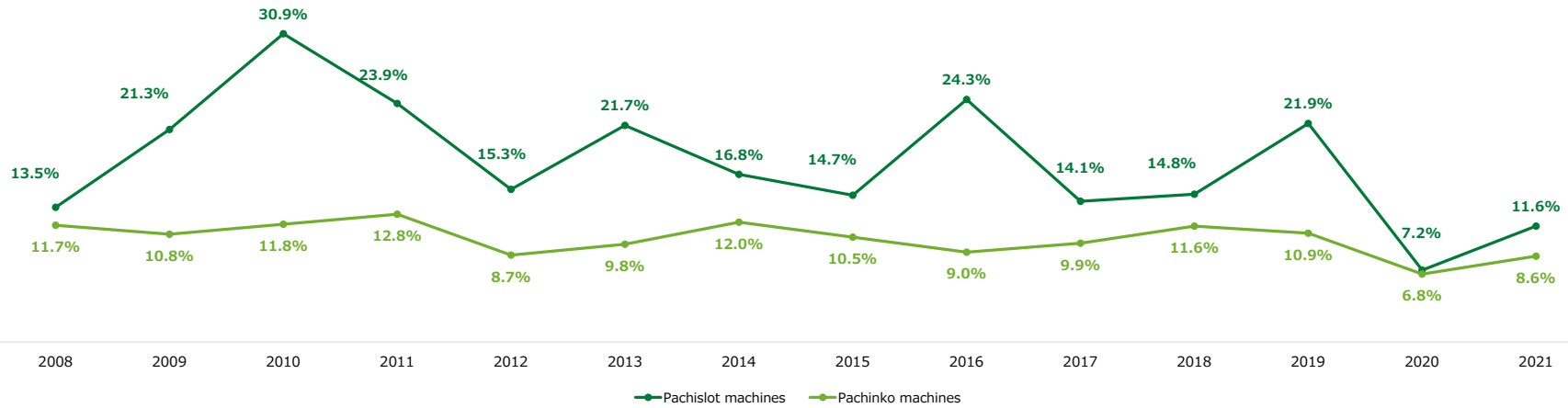


Pachinko machines: Prototype testing results



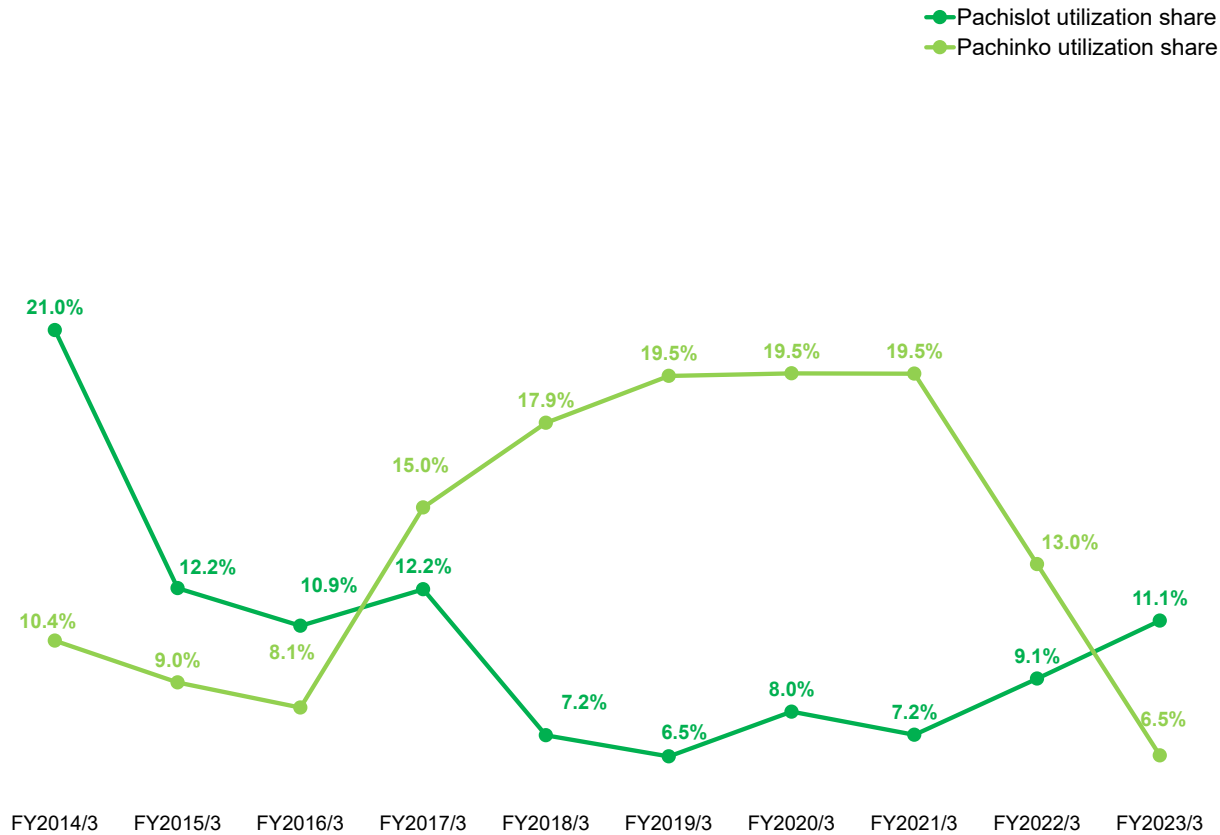
Source: Security Communications Association

Annual unit sales share of Pachislot and Pachinko Machines (Sammy's share)



* Settlement dates from July to June * Estimated by SEGA SAMMY based on total market unit sales of Pachislot and Pachinko published in Yano Research Institute Ltd. "Pachinko Manufacturer Trends 2022"

Trend of Utilization Share (Sammy)



*Calculated by average of the fiscal year (Exclude the week striding over fiscal years)

*Utilization Share = Ratio of Sammy machine's utilization out of total number of installed machine for each title × utilization of each title
(Pachislot: Numbers of inserted medals, Pachinko: Numbers of shot balls)

Total Utilization Share

Rank		FY22/3		FY23/3
1	K Company	18.2%	S Company	18.4%
2	S Company	17.8%	K Company	16.2%
3	Sammy	11.1%	S Company	13.9%
4	S Company	8.7%	Sammy	8.7%

Pachislot: Utilization Share

Rank		FY22/3		FY23/3
1	K Company	37.5%	K Company	34.4%
2	U Company	17.1%	U Company	15.5%
3	D Company	10.7%	Sammy	11.1%
4	Sammy	9.1%	D Company	8.7%

Pachinko: Utilization Share

Rank		FY22/3		FY23/3
1	S Company	33.0%	S Company	31.3%
2	S Company	15.5%	S Company	25.7%
3	Sammy	13.0%	Sammy	6.5%
4	N Company	8.8%	N Company	6.4%

Source: *In-house estimation based on DK-SIS data (Data for 4 yen Pachinko and 20 yen Pachislot) of Daikoku Denki Co., Ltd.



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<https://www.segasammy.co.jp/en/ir/stock/regulation/>