

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2024/3 Q2)

■ Profit and Loss

(Billion yen)		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Entertainment Contents	Sales	47.4	60.0	70.4	58.1	52.7	63.9	93.8	72.4	53.8	67.2	107.4	177.8	235.9	116.6	210.4	282.8	121.0	305.0	327.0
	Consumer	29.5	41.7	48.4	38.7	34.7	40.3	67.5	45.4	33.7	44.2	71.2	119.6	158.3	75.0	142.5	187.9	77.9	205.0	227.5
	Amusement Machine	11.4	11.8	12.8	13.7	13.1	15.3	17.2	19.3	14.1	15.2	23.2	36.0	49.7	28.4	45.6	64.9	29.3	63.5	65.0
	Animation / Toy	5.5	6.0	8.9	5.2	4.7	8.2	8.8	7.6	5.7	7.8	11.5	20.4	25.6	12.9	21.7	29.3	13.5	36.0	34.0
	Other / Elimination	1.0	0.5	0.3	0.5	0.2	0.1	0.3	0.1	0.3	0.0	1.5	1.8	2.3	0.3	0.6	0.7	0.3	0.5	0.5
	Operating Income	8.4	13.8	13.1	-1.4	6.5	7.3	25.8	-0.9	4.1	3.3	22.2	35.3	33.9	13.8	39.6	38.7	7.4	43.5	34.5
	Consumer	6.5	11.9	11.0	-0.1	5.3	5.3	22.7	-0.5	2.9	2.1	18.4	29.4	29.3	10.6	33.3	32.8	5.0	36.0	30.0
	Amusement Machine	1.6	0.7	0.7	-0.5	0.5	0.4	1.2	0.8	1.2	1.2	2.3	3.0	2.5	0.9	2.1	2.9	2.4	5.0	4.0
	Animation / Toy	0.5	1.2	2.1	-0.8	0.2	2.1	1.9	0.3	0.3	1.5	1.7	3.8	3.0	2.3	4.2	4.5	1.8	4.5	3.8
	Other / Elimination	-0.2	0.0	-0.7	0.0	0.5	-0.5	0.0	-1.5	-0.3	-1.5	-0.2	-0.9	-0.9	0.0	0.0	-1.5	-1.8	-2.0	-3.3
Ordinary Income	8.5	14.2	14.1	0.0	8.1	9.1	24.3	-0.4	4.4	4.6	22.7	36.8	36.8	17.2	41.5	41.1	9.0	45.0	36.5	
Pachislot & Pachinko	Sales	10.3	13.0	28.5	24.0	10.5	17.0	24.6	42.1	50.9	42.5	23.3	51.8	75.8	27.5	52.1	94.2	93.4	115.0	134.0
	Pachislot	3.4	8.6	7.4	11.2	3.3	10.4	12.5	14.8	31.5	33.1	12.0	19.4	30.6	13.7	26.2	41.0	64.6	66.6	88.0
	Pachinko	4.7	2.4	19.2	10.8	5.1	4.4	10.4	24.3	16.4	7.1	7.1	26.3	37.1	9.5	19.9	44.2	23.5	37.7	34.2
	Other / Elimination	2.2	2.0	1.9	2.0	2.1	2.2	1.7	3.0	3.0	2.3	4.2	6.1	8.1	4.3	6.0	9.0	5.3	10.7	11.8
	Operating Income	-1.6	-0.1	7.0	4.0	-0.9	2.2	5.6	13.1	21.5	17.3	-1.7	5.3	9.3	1.3	6.9	20.0	38.8	24.5	39.0
Ordinary Income	-1.4	0.1	7.3	4.2	-0.6	2.6	5.3	13.4	21.8	17.5	-1.3	6.0	10.2	2.0	7.3	20.7	39.3	25.0	39.5	
Resort	Sales	1.5	2.3	2.8	2.0	2.6	3.0	3.1	2.8	2.9	3.1	3.8	6.6	8.6	5.6	8.7	11.5	6.0	12.0	12.0
	Operating Income	-1.1	-0.7	-0.1	-0.6	-0.3	-0.1	-0.3	-0.4	-0.3	-0.1	-1.8	-1.9	-2.5	-0.4	-0.7	-1.1	-0.4	-1.0	-1.0
	Ordinary Income	-1.9	-2.0	-0.7	-2.1	-1.1	-1.2	-0.5	-0.4	-0.2	0.4	-3.9	-4.6	-6.7	-2.3	-2.8	-3.2	0.2	0.0	0.0
Other / Elimination	Sales	0.2	0.1	0.2	0.1	0.3	0.0	0.4	0.4	0.4	0.3	0.3	0.5	0.6	0.3	0.7	1.1	0.7	1.0	1.0
	Operating Income	-1.9	-2.2	-2.0	-2.6	-2.6	-2.6	-2.4	-3.3	-2.8	-3.5	-4.1	-6.1	-8.7	-5.2	-7.6	-10.9	-6.3	-12.0	-12.5
	Ordinary Income	-1.8	-1.0	-2.1	-2.1	-2.2	-2.4	-1.3	-3.3	-3.0	-3.5	-2.8	-4.9	-7.0	-4.6	-5.9	-9.2	-6.5	-12.0	-13.0
Consolidated total	Sales	59.4	75.4	101.9	84.2	66.1	83.9	121.9	117.7	108.0	113.1	134.8	236.7	320.9	150.0	271.9	389.6	221.1	433.0	474.0
	Operating Income	3.8	10.8	18.0	-0.6	2.7	6.8	28.7	8.5	22.5	17.0	14.6	32.6	32.0	9.5	38.2	46.7	39.5	55.0	60.0
	Non-operating income	0.7	1.9	1.0	2.3	2.5	2.4	-0.6	0.6	1.4	2.2	2.6	3.6	5.9	4.9	4.3	4.9	3.6	4.0	6.0
	Non-operating expenses	1.1	1.5	0.3	1.7	1.0	1.2	0.2	-0.2	0.8	0.3	2.6	2.9	4.6	2.2	2.4	2.2	1.1	1.0	3.0
	Ordinary Income	3.4	11.3	18.6	0.0	4.2	8.1	27.8	9.3	23.0	19.0	14.7	33.3	33.3	12.3	40.1	49.4	42.0	58.0	63.0
	Extraordinary income	0.0	0.7	2.0	2.5	-	-	0.0	0.0	0.0	0.2	0.7	2.7	5.2	0.0	0.0	0.0	0.2	-	0.2
	Extraordinary losses	0.2	0.1	0.2	0.1	0.1	0.1	0.0	2.1	0.6	9.1	0.3	0.5	0.6	0.2	0.3	2.4	9.7	-	13.2
	Income before income taxes	3.2	11.9	20.4	2.4	4.1	7.9	27.7	7.3	22.5	10.0	15.1	35.5	37.9	12.0	39.7	47.0	32.5	58.0	50.0
Profit attributable to owners of parent	2.9	9.1	17.4	7.6	3.1	6.5	23.2	13.1	17.2	5.9	12.0	29.4	37.0	9.6	32.8	45.9	23.1	40.0	35.0	

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2024/3 Q2)

■ Major Expenses / Capital Expenditure

(Billion yen)		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Entertainment Contents	R&D / Content production	9.9	13.5	12.7	18.3	11.9	14.8	16.4	22.9	12.5	17.5	23.4	36.1	54.4	26.7	43.1	66.0	30.0	68.9	66.6
	Advertising	2.2	3.9	3.7	4.4	2.7	5.0	6.3	6.7	3.1	6.0	6.1	9.8	14.2	7.7	14.0	20.7	9.1	23.6	32.7
	Depreciation	0.8	0.9	0.9	1.1	0.9	1.0	0.9	1.0	0.9	1.1	1.7	2.6	3.7	1.9	2.8	3.8	2.0	3.6	4.0
	Cap-ex	1.5	1.4	1.6	2.8	1.1	1.1	1.7	2.0	1.9	1.2	2.9	4.5	7.3	2.2	3.9	5.9	3.1	6.1	5.6
Pachislot & Pachinko	R&D / Content production	3.4	3.2	3.4	4.4	3.0	3.5	3.7	4.2	3.1	3.5	6.6	10.0	14.4	6.5	10.2	14.4	6.6	15.5	13.4
	Advertising	0.2	0.6	0.5	0.3	0.3	0.3	0.3	0.8	0.8	0.6	0.8	1.3	1.6	0.6	0.9	1.7	1.4	4.0	2.9
	Depreciation	0.5	0.7	0.7	0.8	0.6	0.7	0.7	0.7	0.5	0.7	1.2	1.9	2.7	1.3	2.0	2.7	1.2	3.0	3.0
	Cap-ex	1.2	1.1	0.8	1.0	1.0	1.0	1.0	1.2	0.8	1.1	2.3	3.1	4.1	2.0	3.0	4.2	1.9	5.4	5.4
Resort	R&D / Content production	0.0	0.0	0.0	0.1	0.0	0.0	0.0	0.1	0.0	0.0	0.0	0.0	0.1	0.0	0.0	0.1	0.0	0.0	0.0
	Advertising	0.0	0.2	0.1	0.0	0.0	0.1	0.1	0.1	0.0	0.2	0.2	0.3	0.3	0.1	0.2	0.3	0.2	0.5	0.4
	Depreciation	0.1	0.2	0.2	0.1	0.1	0.2	0.1	0.2	0.1	0.2	0.3	0.5	0.6	0.3	0.4	0.6	0.3	0.7	0.6
	Cap-ex	0.1	0.1	0.1	0.1	0.5	0.1	0.4	0.2	0.0	0.2	0.2	0.3	0.4	0.6	1.0	1.2	0.2	0.4	0.3
Other / Elimination	R&D / Content production	0.1	-0.1	0.1	-0.1	0.0	0.0	0.1	-0.2	0.1	-0.1	0.0	0.1	0.0	0.0	0.1	-0.1	0.0	0.1	0.0
	Advertising	0.4	0.4	0.2	0.3	0.3	0.7	0.2	0.2	0.3	0.6	0.8	1.0	1.3	1.0	1.2	1.4	0.9	1.2	1.8
	Depreciation	0.4	0.1	0.3	0.2	0.5	0.1	0.3	0.2	0.4	0.1	0.5	0.8	1.0	0.6	0.9	1.1	0.5	1.0	1.0
	Cap-ex	0.3	0.0	0.3	0.6	0.2	0.0	0.2	0.1	0.3	0.1	0.3	0.6	1.2	0.2	0.4	0.5	0.4	1.6	1.9
Consolidated total	R&D / Content production	13.4	16.6	16.2	22.7	14.9	18.3	20.2	27.0	15.7	20.9	30.0	46.2	68.9	33.2	53.4	80.4	36.6	84.5	80.0
	Advertising	2.8	5.1	4.5	5.0	3.3	6.1	6.9	7.8	4.2	7.4	7.9	12.4	17.4	9.4	16.3	24.1	11.6	29.3	37.8
	Depreciation	1.8	1.9	2.1	2.2	2.1	2.0	2.0	2.1	1.9	2.1	3.7	5.8	8.0	4.1	6.1	8.2	4.0	8.3	8.6
	Cap-ex	3.1	2.6	2.8	4.5	2.8	2.2	3.3	3.5	3.0	2.6	5.7	8.5	13.0	5.0	8.3	11.8	5.6	13.5	13.2

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

(Employees)	FY2022/3				FY2023/3				2024/3	
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2
Entertainment Contents	5,464	5,541	5,612	5,630	5,822	5,887	5,989	6,035	6,169	6,699
Pachislot & Pachinko	1,057	1,052	1,050	1,047	1,087	1,111	1,106	1,108	1,141	1,145
Resort	714	701	682	664	684	672	651	628	669	638
Others	435	431	426	419	426	437	449	448	480	482
Consolidated total	7,670	7,725	7,770	7,760	8,019	8,107	8,195	8,219	8,459	8,964
Overseas personnel ratio	26.1%	27.0%	27.2%	27.6%	27.4%	27.9%	28.1%	28.7%	27.1%	31.6%
R&D personnel ratio	55.5%	56.0%	56.5%	56.9%	56.4%	56.7%	56.9%	57.1%	56.2%	56.5%*

*Changes due to the incorporation of Rovio into group company to R&D personnel ratio of FY24/3 Q2 is not reflected

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2024/3 Q2)

■ Consumer Sales Breakdown

(Billion yen)		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Consumer Sales	Total	29.5	41.7	48.4	38.7	34.7	40.3	67.5	45.4	33.7	44.2	71.2	119.6	158.3	75.0	142.5	187.9	77.9	205.0	227.5
	Domestic	13.0	17.9	19.4	16.3	15.7	18.1	18.6	19.0	14.5	17.7	30.9	50.3	66.6	33.8	52.4	71.4	32.2	71.6	71.4
	Overseas	16.7	23.6	29.1	22.6	19.2	21.9	48.7	26.9	19.3	26.5	40.3	69.4	92.0	41.1	89.8	116.7	45.8	135.4	156.2
	Overseas sales ratio	56.6%	56.6%	60.1%	58.4%	55.3%	54.3%	72.1%	59.3%	57.3%	60.0%	56.6%	58.0%	58.1%	54.8%	63.0%	62.1%	58.8%	66.0%	68.7%
	Other / Elimination	-0.2	0.2	-0.1	-0.2	-0.2	0.3	0.2	-0.5	-0.1	0.0	0.0	-0.1	-0.3	0.1	0.3	-0.2	-0.1	-2.0	-0.1
Breakdown	Full Games	11.0	19.7	19.6	15.5	9.9	12.4	33.0	17.9	11.0	12.4	30.7	50.3	65.8	22.3	55.3	73.2	23.4	108.1	94.6
	New titles	3.0	13.0	13.1	11.5	2.1	5.4	25.9	12.2	2.5	3.7	16.0	29.1	40.6	7.5	33.4	45.6	6.2	75.8	64.0
	Japan	0.2	2.2	3.0	0.3	0.5	1.2	1.9	1.4	0.7	0.1	2.4	5.4	5.7	1.7	3.6	5.0	0.8	9.5	11.1
	Asia	0.1	0.8	1.1	1.0	0.5	0.6	2.4	1.8	0.1	0.2	0.9	2.0	3.0	1.1	3.5	5.3	0.3	5.4	5.7
	NA / EU	2.7	10.0	9.0	10.1	1.0	3.6	21.7	8.9	1.5	3.5	12.7	21.7	31.9	4.6	26.3	35.2	5.0	60.8	47.1
	Repeat sales	8.0	6.7	6.5	4.0	7.7	7.0	7.1	5.8	8.5	8.6	14.7	21.2	25.2	14.7	21.8	27.6	17.1	32.3	30.5
	Japan	0.8	1.2	0.8	0.6	0.8	0.9	0.7	0.6	1.0	1.0	2.0	2.8	3.4	1.7	2.4	3.0	2.0	2.4	3.5
	Asia	0.7	0.7	0.4	0.5	0.8	0.7	0.7	0.6	1.0	1.6	1.4	1.8	2.3	1.5	2.2	2.8	2.6	2.4	4.2
	NA / EU	6.4	4.9	5.3	2.9	6.1	5.4	5.6	4.5	6.3	6.1	11.3	16.6	19.5	11.5	17.1	21.6	12.4	27.5	22.7
	Overseas sales ratio	90.0%	83.2%	80.6%	93.5%	84.8%	83.1%	92.1%	88.3%	80.9%	91.9%	85.7%	83.7%	86.2%	83.9%	88.8%	88.7%	86.8%	88.9%	84.2%
	Download sales ratio	61.6%	64.4%	56.3%	88.9%	74.9%	74.1%	60.3%	81.1%	57.1%	52.3%	65.3%	63.8%	69.5%	74.5%	66.0%	69.7%	54.6%	68.2%	56.9%
	F2P	12.4	13.7	14.7	15.0	15.6	16.2	15.2	15.1	12.5	14.4	26.1	40.8	55.8	31.8	47.0	62.1	26.9	64.0	54.3
	Japan	10.9	12.2	13.4	13.5	13.0	14.1	12.8	13.3	10.8	12.6	23.2	36.6	50.1	27.1	39.9	53.2	23.4	51.6	46.0
	Asia	0.0	0.0	0.3	0.2	0.5	0.0	0.0	0.1	-	-	0.0	0.3	0.5	0.5	0.5	0.6	-	0.7	0.6
	NA / EU	1.4	1.4	1.0	1.3	2.0	2.1	2.4	1.7	1.7	1.7	2.9	3.9	5.2	4.1	6.5	8.2	3.4	11.6	7.5
	Titles released in or before FY2018/3	3.9	2.9	3.4	3.2	3.7	3.0	2.9	3.0	2.6	2.8	6.8	10.2	13.4	6.8	9.7	12.7	5.4	11.9	11.5
	Titles released in FY2019/3	1.4	2.0	1.2	1.5	1.5	2.7	2.5	2.9	1.9	3.3	3.4	4.6	6.1	4.2	6.6	9.5	5.2	9.3	9.7
	Titles released in FY2020/3	1.0	1.3	1.1	1.1	0.7	0.8	0.7	0.7	0.5	0.5	2.3	3.4	4.4	1.5	2.2	2.9	1.1	2.7	2.3
	Titles released in FY2021/3	4.5	4.1	7.0	6.4	6.2	6.6	5.9	6.0	4.6	5.0	8.6	15.6	22.0	12.8	18.7	24.7	9.6	20.0	19.7
	Titles released in FY2022/3	1.6	3.4	2.0	2.8	3.4	3.1	3.2	2.5	2.5	2.6	5.0	7.0	9.8	6.5	9.8	12.2	5.1	12.8	10.5
	Titles released in FY2023/3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
	Titles released in FY2024/3	-	-	-	-	-	-	-	-	0.3	0.2	-	-	-	-	-	-	0.5	7.3	0.6
	Other	6.2	8.3	14.1	8.4	9.2	11.7	19.3	12.4	10.2	17.4	14.5	28.6	37.0	20.9	40.2	52.6	27.6	32.9	78.6
	Rovio	-	-	-	-	-	-	-	-	-	3.4	-	-	-	-	-	-	3.4	-	23.9

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2024/3 Q2)

■ Number of Titles, Unit Sales (Full Game)

		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
No. of titles	Japan	0	3	2	1	3	4	4	4	2	1	3	5	6	7	11	15	3	12	11
	Asia	1	3	3	2	3	4	4	4	2	1	4	7	9	7	11	15	3	13	12
	NA / EU	3	3	5	2	3	4	5	4	2	1	6	11	13	7	12	16	3	14	13
Unit sales (Thousand)	Total	6,580	7,460	7,930	5,230	5,140	5,000	10,610	7,140	4,870	5,650	14,040	21,970	27,200	10,140	20,750	27,890	10,520	34,480	28,090
	New titles total	1,060	2,440	3,130	2,140	440	1,040	5,490	3,120	740	920	3,500	6,630	8,770	1,480	6,970	10,090	1,660	14,120	11,020
	Japan	50	360	370	70	90	160	390	450	160	30	410	780	850	250	640	1,090	190	1,370	1,590
	Asia	50	200	250	260	110	150	600	490	40	60	250	500	760	260	860	1,350	100	930	1,000
	NA / EU	960	1,880	2,510	1,810	230	730	4,500	2,180	540	820	2,840	5,350	7,160	960	5,460	7,640	1,360	11,800	8,420
	Repeat sales total	5,520	5,020	4,800	3,090	4,700	3,950	5,120	4,020	4,120	4,730	10,540	15,340	18,430	8,650	13,770	17,790	8,850	20,360	17,060
	Japan	290	370	290	180	260	500	320	300	430	400	660	950	1,140	760	1,080	1,380	830	1,130	1,510
	Asia	340	340	200	280	410	340	640	450	470	750	680	880	1,170	750	1,390	1,840	1,220	1,280	2,200
NA / EU	4,890	4,310	4,300	2,620	4,030	3,090	4,170	3,270	3,210	3,580	9,200	13,500	16,130	7,120	11,290	14,560	6,790	17,930	13,340	

■ Unit sales of major IPs(Full Game)

(Thousand)		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2
	Sonic series	1,000	1,900	2,000	900	1,460	1,170	4,120	1,400	1,220	1,490	2,900	4,900	5,800	2,630	6,750	8,150	2,710
	Total War series	600	400	300	1,300	420	530	800	550	310	560	1,000	1,300	2,600	950	1,750	2,300	870
	Persona series	400	300	300	300	270	230	1,540	1,230	630	750	700	1,000	1,300	500	2,040	3,270	1,380
	Like a Dragon series (includes "Judgment" series)	700	1,100	700	400	470	490	770	1,100	510	680	1,800	2,500	2,900	960	1,730	2,830	1,190

■ Number of Titles (F2P)

		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
F2P	No. of new titles launched	2	0	0	1	0	0	0	0	1	0	2	2	3	0	0	0	1	3	2
	No. of titles ended services	-2	0	0	-3	0	0	0	0	-2	-1	-2	-2	-5	0	0	0	-3	0	-4
	No. of titles in operation at FY end	22	22	22	20	20	20	20	20	19	18	22	22	20	20	20	20	18	23	18

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2024/3 Q2)

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

		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Pachislot	Number of titles	2	2	2	4	2	2	3	1	1	2	4	6	10	4	7	8	3	8	7
	Unit sales (units)	9,554	21,630	17,738	28,948	8,724	25,988	28,867	31,387	64,766	65,629	31,184	48,922	77,870	34,712	63,579	94,966	130,395	146,000	178,000
Pachinko	Number of titles	2	1	2	0	1	0	2	2	2	1	3	5	5	1	3	5	3	6	4
	Unit sales (units)	15,038	8,080	40,907	33,002	14,018	9,942	25,199	54,397	39,095	17,403	23,118	64,025	97,027	23,960	49,159	103,556	56,498	93,000	84,000
	Board + Frame	3,437	1,447	36,115	15,729	3,598	6,520	8,714	33,320	19,312	3,633	4,884	40,999	56,728	10,118	18,832	52,152	22,945	54,400	27,000
	Board	11,601	6,633	4,792	17,273	10,420	3,422	16,485	21,077	19,783	13,770	18,234	23,026	40,299	13,842	30,327	51,404	33,553	38,600	57,000

■ Number of Facility Users (Resort)

(Thousand)		2022/3				2023/3				2024/3		2022/3			2023/3			2024/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
PSR	No. of facility users	140	187	244	189	234	257	226	229	218	238	327	571	760	491	717	946	456	908	923
	3 accommodation facilities	48	76	109	75	94	112	93	95	84	95	124	233	308	206	299	394	179	374	370
	2 golf courses	22	21	27	24	26	23	27	27	24	23	43	70	94	49	76	103	47	103	101
	Other facilities	70	90	108	90	114	122	106	107	110	120	160	268	358	236	342	449	230	431	452
P City	No. of casino users	34	25	21	19	21	27	43	60	63	72	59	80	99	48	91	151	135	-	-

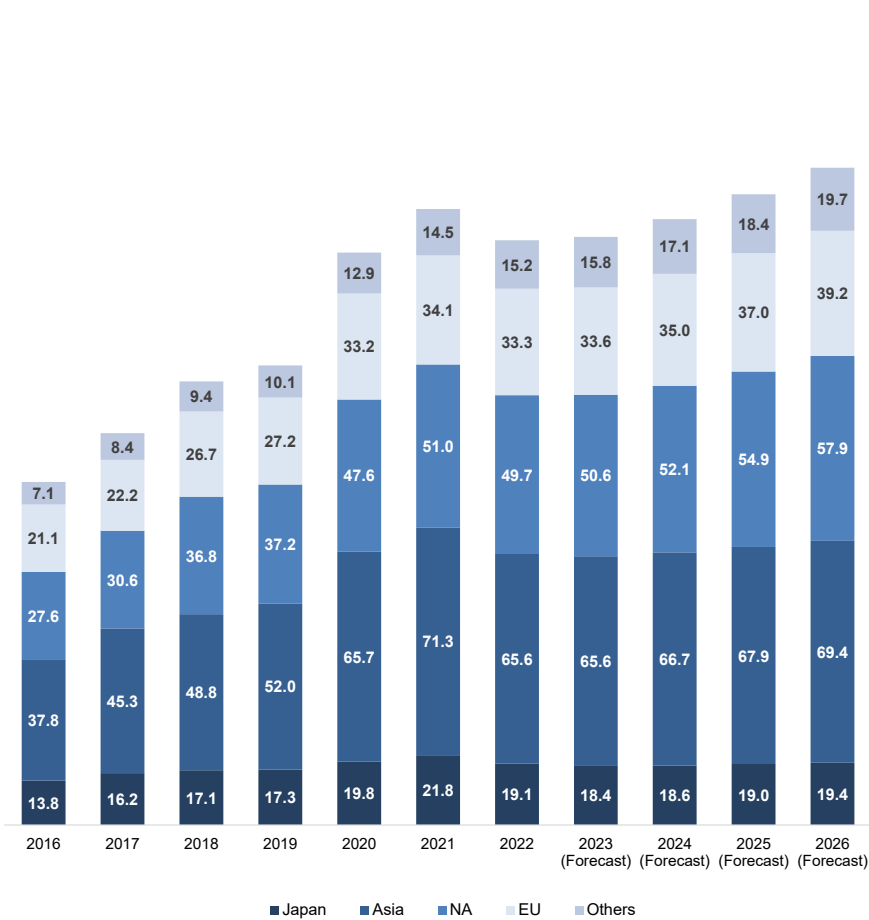
※PSR=Phoenix Seagaia Resort P City=Paradise City

■ Profit & Loss of Paradise Segasammy

(KRW Billion)		FY2022/3				FY2023/3				2024/3		FY2022/3			2023/3			2024/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2
Sales		42.4	31.8	52.0	35.3	45.6	45.2	78.9	100.8	91.2	109.4	74.2	126.2	161.5	90.8	169.7	270.5	200.6
	Casino	30.2	13.9	31.1	11.4	22.7	18.4	44.5	71.9	63.3	82.2	44.1	75.2	86.6	41.1	85.6	157.5	145.5
	Hotel	11.4	16.9	18.4	21.0	20.0	23.0	28.8	24.1	23.2	23.3	28.3	46.7	67.7	43.0	71.8	95.9	46.5
	Other	0.7	1.1	2.5	2.7	2.8	3.7	5.6	4.9	4.5	4.0	1.8	4.3	7.0	6.6	12.2	17.1	8.5
Gross profit		-0.3	-10.4	5.8	-11.8	-0.1	-4.1	17.9	22.7	17.1	27.9	-10.7	-4.9	-16.7	-4.2	13.7	36.4	45.0
Operating profit		-7.5	-16.1	-0.2	-18.4	-5.8	-9.9	10.9	13.3	9.8	17.0	-23.6	-23.8	-42.2	-15.7	-4.8	8.5	26.8
EBITDA		6.8	-1.8	13.9	-4.0	8.2	4.2	25.2	27.7	24.1	28.3	5.0	18.9	14.9	12.4	37.6	65.3	52.4
Net profit		-17.4	-27.8	-11.4	-31.3	-17.6	-21.0	1.1	3.5	2.6	15.3	-45.2	-56.6	-87.9	-38.6	-37.4	-33.9	17.9
Equity method acquisition amount (Billion yen)		-0.8	-1.3	-0.5	-1.5	-0.8	-1.1	-0.0	0.1	0.0	0.6	-2.1	-2.6	-4.1	-1.9	-1.9	-1.8	0.6

Consumer Games Markets Scale

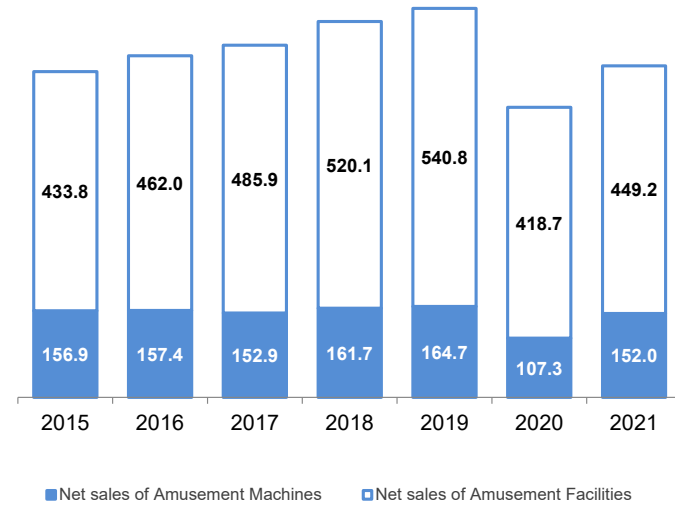
Market size trend of Consumer games (billion USD)



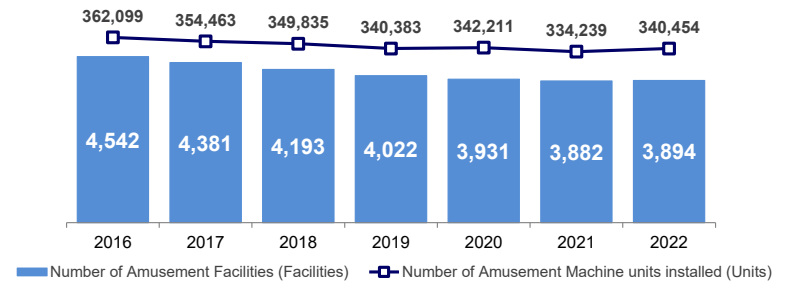
Source: In-house estimation based on data from "Newzoo Global Games Market Data October 2023"

Amusement Machine and Amusement Center Operations Markets Scale

Amusement Machine / Facilities sales (JPY billion)

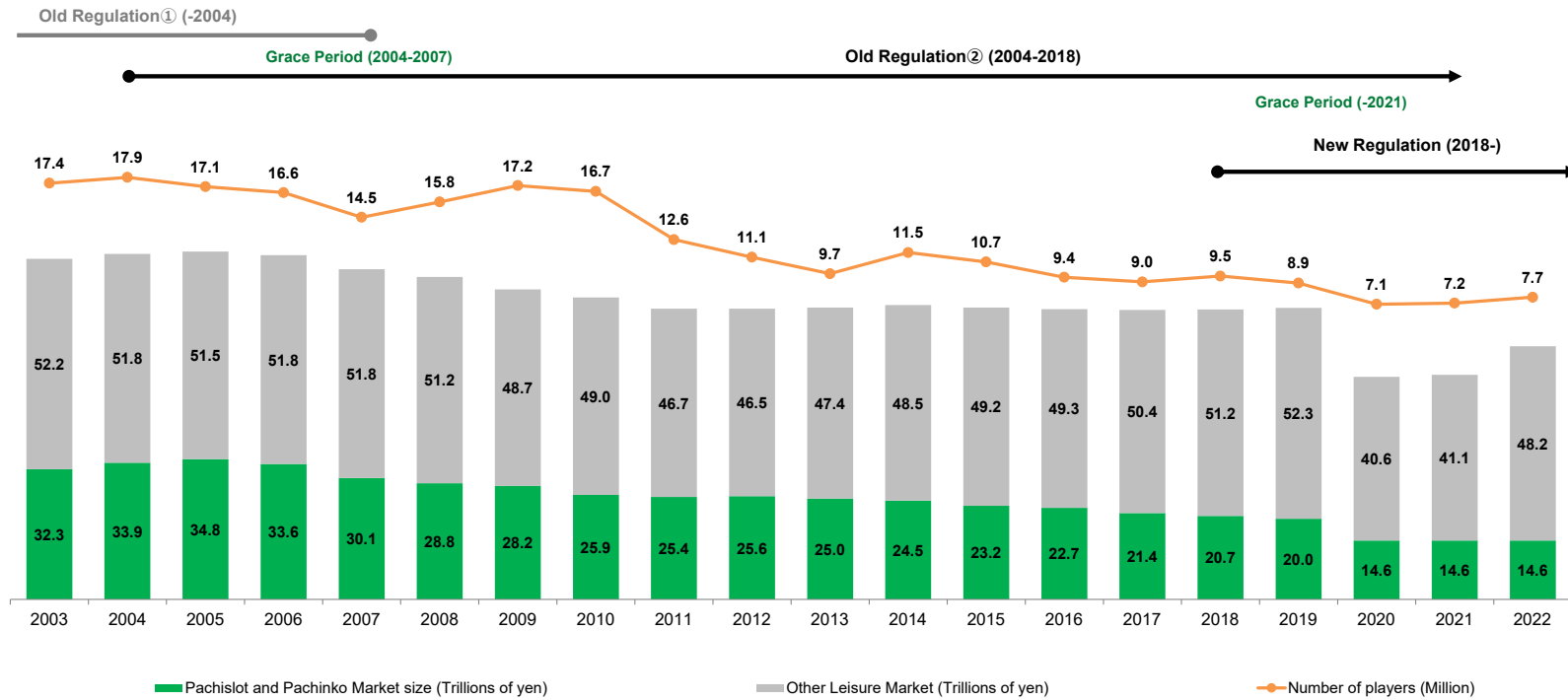


Number of Amusement Facilities / Amusement Machine unit installed



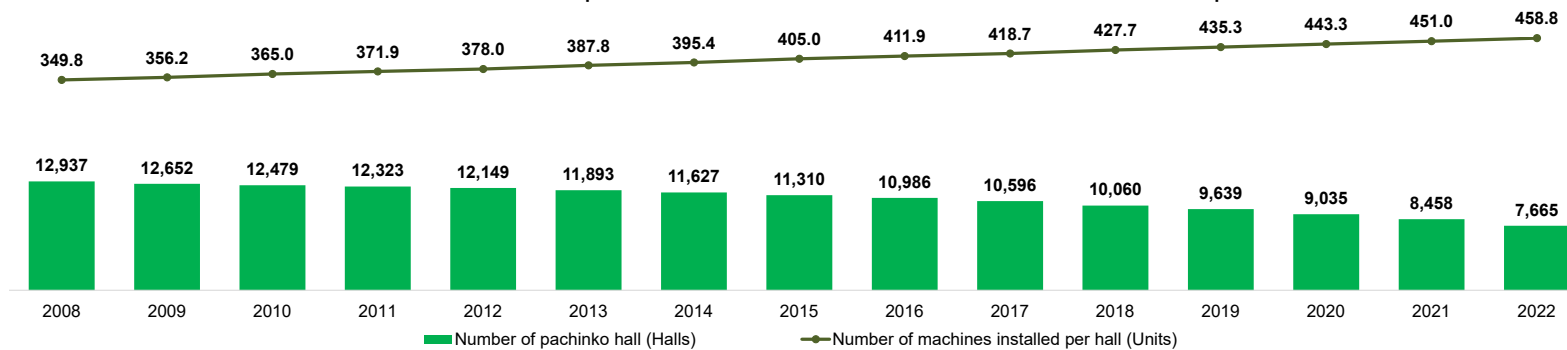
Source: JAIA, National Police Agency

Transition of market size and number of players



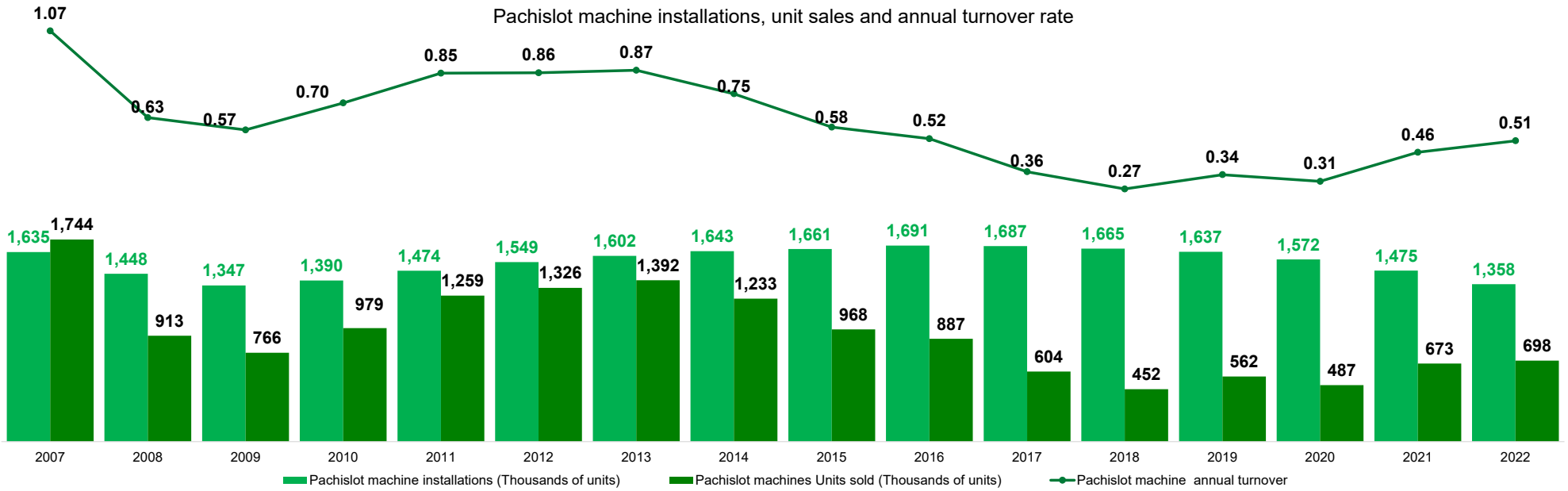
Source: White Paper on Leisure Industry 2023, Japan Productivity Center

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

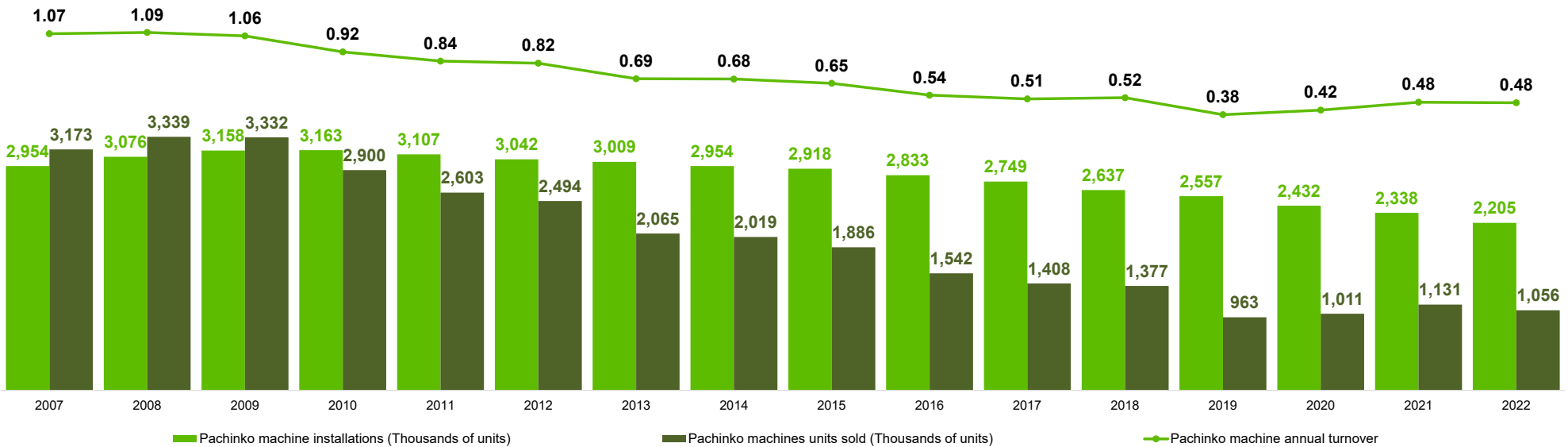


Sources : National Police Agency

Pachislot machine installations, unit sales and annual turnover rate

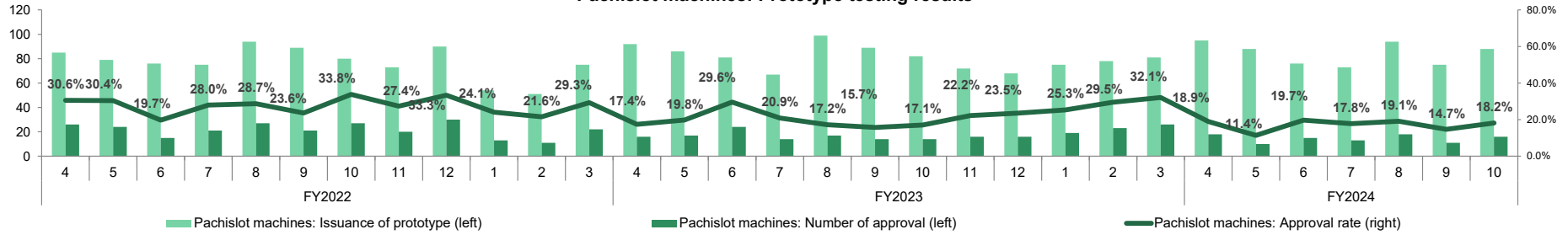


Pachinko machine installations, unit sales and annual turnover rate

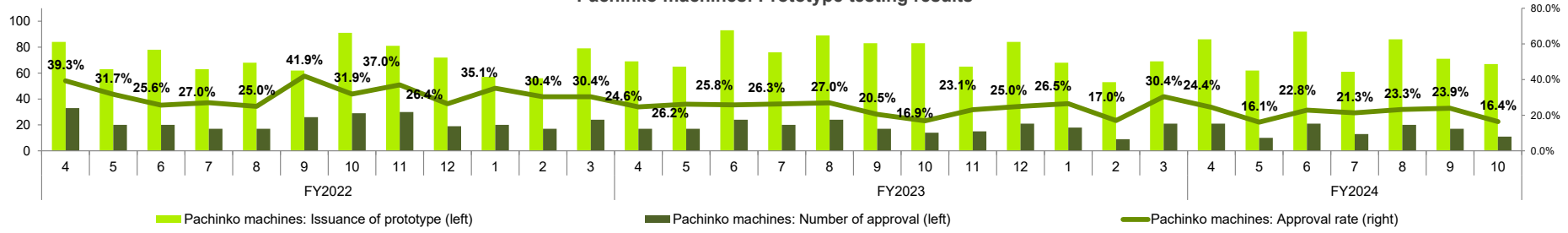


Sources: National Police Agency and Yano Research Institute Ltd. "Pachinko Manufacturer Trends 2023" (Research of Japanese Market)

Pachislot machines: Prototype testing results

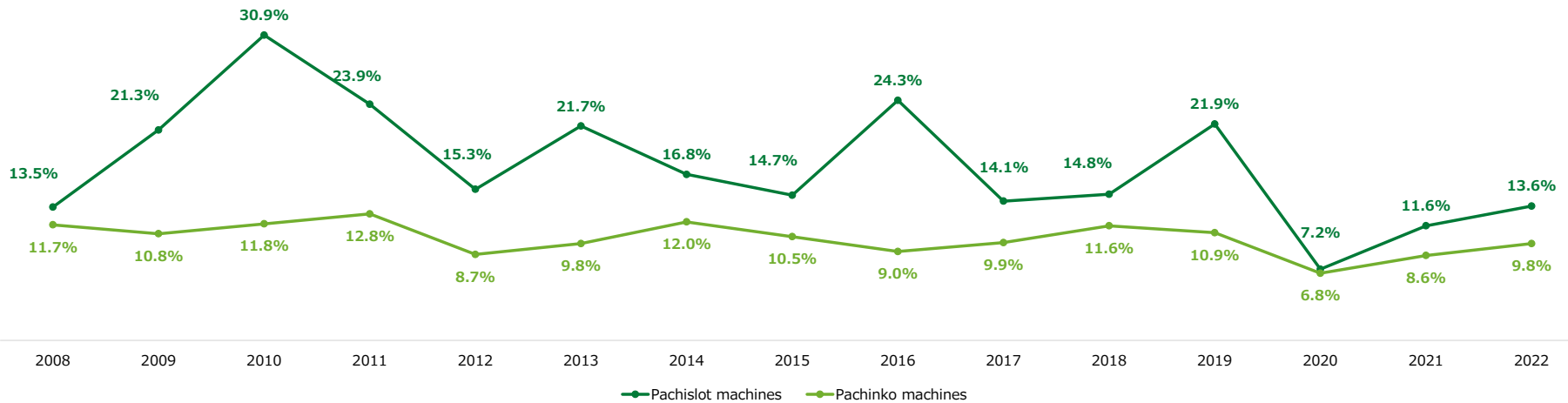


Pachinko machines: Prototype testing results



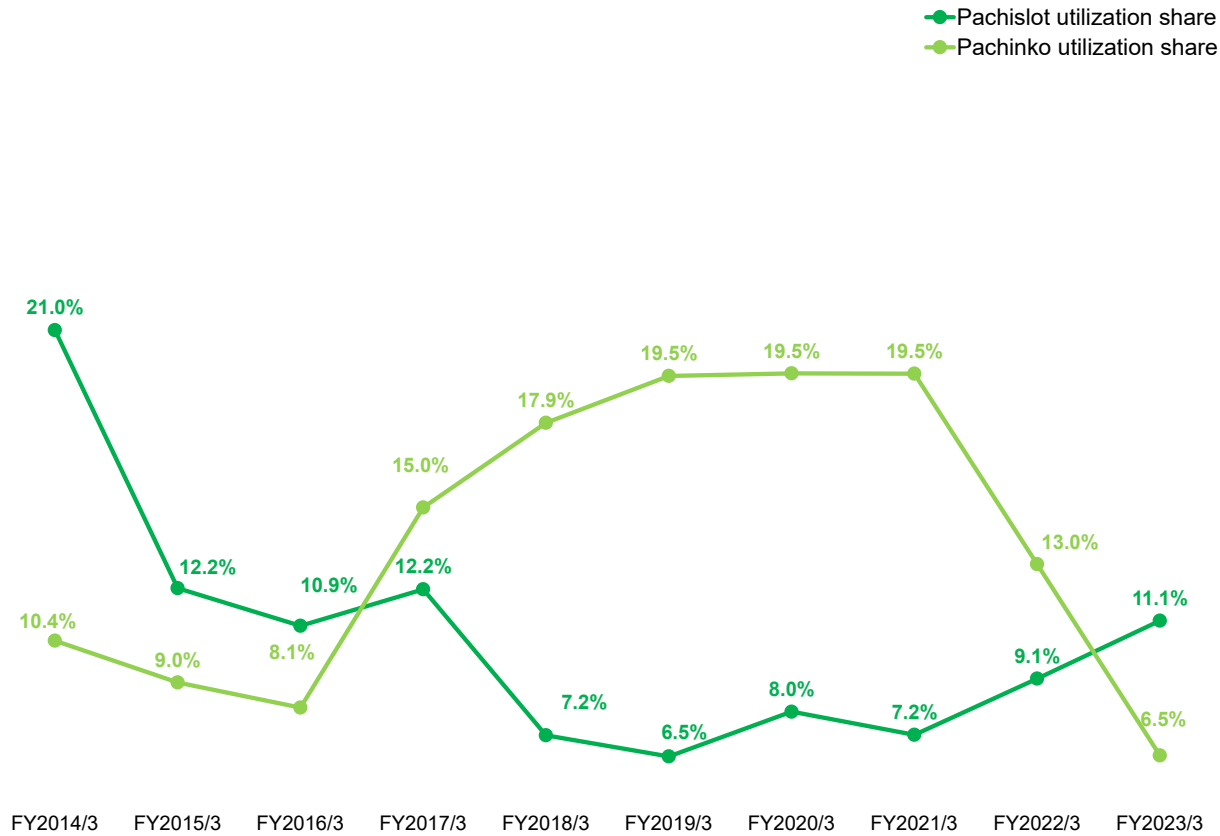
Source: Security Communications Association

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 2023"

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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