

Appendix of Consolidated Financial Statements

Year Ended March 31, 2015

FY Ended March 2015 Full Year Results

Consolidated Income Statements

(JPY Billion)	FY Ended March 2014		FY Ended March 2015				
	Results Through 2Q	Full Year Results	Results Through 2Q	YoY Change	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results	YoY Change
Net Sales	162.2	378.0	154.2	-5%	352.5	354.9	-6%
Pachislot and Pachinko Machines	71.2	181.8	60.6	-15%	149.0	149.1	-18%
Amusement Machine Sales	18.0	38.6	18.0	-	39.0	39.6	+3%
Amusement Center Operations	21.9	43.2	20.8	-5%	41.0	41.4	-4%
Consumer Business	43.8	99.8	48.2	+10%	110.0	111.0	+11%
Other	7.1	14.5	6.4	-10%	13.5	13.6	-6%
Operating Income	12.3	38.5	3.4	-72%	16.0	17.6	-54%
Pachislot and Pachinko Machines	15.1	45.2	7.3	-52%	25.0	25.7	-43%
Amusement Machine Sales	-0.0	-1.2	0.1	-	-1.6	-2.5	-
Amusement Center Operations	0.2	0.0	-0.2	-	-0.8	-0.9	-
Consumer Business	1.1	2.0	0.9	-18%	2.7	4.0	+100%
Other	-0.4	-1.2	-1.0	-	-2.6	-2.0	-
Eliminations	-3.6	-6.4	-3.7	-	-6.7	-6.5	-
Operating Income Margin	7.6%	10.2%	2.2%	-5.4pt	4.5%	5.0%	-5.2pt
Ordinary Income	14.2	40.5	3.3	-77%	15.0	16.9	-58%
Ordinary Income Margin	8.8%	10.7%	2.1%	-6.7pt	4.3%	4.8%	-5.9pt
Extraordinary Gain	3.8	15.7	0.3	-	1.0	1.0	-
Extraordinary Loss	0.6	8.7	3.5	-	15.0	15.9	-
Income before income taxes and minority interests	17.4	47.5	0.0	-	1.0	2.0	-96%
Net Income	11.3	30.7	-2.0	-	-13.0	-11.2	-
Net Income Margin	7.0%	8.1%	-	-	-	-	-
Dividends per share (JPY)	20.00	40.00	20.00	-	40.00	40.00	-
Earnings per share (JPY)	46.76	126.42	-8.52	-	-53.25	-46.22	-
Net Assets per share (JPY)	1,401.90	1,409.27	1,387.64	-	-	1,337.46	-

Costs and Expenses

(JPY Billion)	FY Ended March 2014		FY Ended March 2015				
	Results Through 2Q	Full Year Results	Results Through 2Q	YoY Change	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results	YoY Change
R&D Expense / Content Production Expense	25.1	59.2	28.4	+13%	64.0	67.6	+14%
Pachislot and Pachinko Machines	9.7	19.5	10.5	+8%	21.9	22.3	+14%
Amusement Machine Sales	4.0	8.9	3.9	-3%	9.0	11.2	+26%
Amusement Center Operations	0.0	0.1	0.1	-	0.1	0.1	-
Consumer Business	11.3	30.1	13.7	+21%	32.2	33.4	+11%
Other, eliminations etc.	0.1	0.6	0.2	+100%	0.8	0.6	-
Cap-ex	22.6	38.1	14.7	-35%	28.7	28.7	-25%
Pachislot and Pachinko Machines	2.5	7.9	4.0	+60%	7.1	6.7	-15%
Amusement Machine Sales	0.3	2.0	2.4	+700%	4.8	3.5	+75%
Amusement Center Operations	4.1	7.7	3.1	-24%	6.5	6.5	-16%
Consumer Business	4.3	8.3	4.2	-2%	8.7	10.1	+22%
Other, eliminations etc.	11.4	12.2	1.0	-91%	1.6	1.9	-84%
Depreciation	7.5	16.1	8.1	+8%	17.5	17.6	+9%
Pachislot and Pachinko Machines	2.8	5.8	2.9	+4%	6.2	6.3	+9%
Amusement Machine Sales	0.8	1.9	0.8	-	2.1	1.9	-
Amusement Center Operations	2.1	4.7	2.5	+19%	5.4	5.2	+11%
Consumer Business	1.2	2.6	1.2	-	2.7	2.9	+12%
Other, eliminations etc.	0.6	1.1	0.7	+17%	1.1	1.3	+18%
Advertising	7.6	16.0	10.0	+32%	20.0	19.1	+19%
Pachislot and Pachinko Machines	1.4	2.8	1.2	-14%	2.3	2.1	-25%
Amusement Machine Sales	0.6	1.4	0.8	+33%	2.1	2.0	+43%
Amusement Center Operations	0.7	1.2	0.7	-	1.5	1.2	-
Consumer Business	3.6	8.6	5.6	+56%	12.1	11.5	+34%
Other, eliminations etc.	1.3	2.0	1.7	+31%	2.0	2.3	+15%

Pachislot and Pachinko Machines

(JPY Billion)	FY Ended March 2014		FY Ended March 2015				
	Results Through 2Q	Full Year Results	Results Through 2Q	YoY Change	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results	YoY Change
Net Sales	71.2	181.8	60.6	-15%	149.0	149.1	-18%
Pachislot	52.2	112.7	34.6	-34%	73.7	74.0	-34%
Pachinko	16.9	63.5	25.3	+50%	74.0	73.9	+16%
Other	2.1	5.6	0.7	-67%	1.3	1.2	-79%
Operating Income	15.1	45.2	7.3	-52%	25.0	25.7	-43%
Operating Income Margin	21.2%	24.9%	12.0%	-9.2pt	16.8%	17.2%	-7.7pt
Unit Sales (Pachislot)	143,171	301,575	92,998	-35%	207,000	207,828	-31%
Unit Sales (Pachinko)	54,955	200,225	86,453	+57%	242,000	242,847	+21%

《Shipment Data : Pachislot and Pachinko》 * Number of titles reflects products launched in this fiscal year.

Pachislot	FY Ended March 2014		FY Ended March 2015		
	Results Through 2Q	Full Year Results	Results Through 2Q	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results
Sammy	1 title	5 titles	2 titles	3 titles	3 titles
	114,453 units	264,365 units	83,468 units	155,000 units	155,693 units
Rodeo	0 title	0 title	-	1 title	1 title
	893 units	893 units	-	42,000 units	42,566 units
TAIYO ELEC	1 title	2 titles	2 titles	2 titles	2 titles
	2,375 units	6,445 units	9,530 units	10,000 units	9,569 units
Ginza	1 title	2 titles	-	-	-
	25,450 units	29,872 units	-	-	-
Total	3 titles	9 titles	4 titles	6 titles	6 titles
	143,171 units	301,575 units	92,998 units	207,000 units	207,828 units

Main pachislot titles and number of units sold.

Pachislot		
Title	Brand	Unit Sales (Thousands)
Pachislot SOUTEN-NO-KEN 2	Sammy	76
Pachislot ALADDINA II	Sammy	72
Salaryman Kintaro	RODEO	42
Pachislot Virtua Fighter	TAIYO ELEC	7
Pachislot Lost Island	Sammy	4

Pachinko	FY Ended March 2014		FY Ended March 2015		
	Results Through 2Q	Full Year Results	Results Through 2Q	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results
Sammy	2 titles	7 titles	6 titles	9 titles	9 titles
	27,405 units	160,688 units	62,938 units	205,000 units	206,704 units
TAIYO ELEC	2 titles	3 titles	3 titles	5 titles	5 titles
	27,550 units	39,537 units	23,515 units	37,000 units	36,143 units
Total	4 titles	10 titles	9 titles	14 titles	14 titles
	54,955 units	200,225 units	86,453 units	242,000 units	242,847 units
Board + Frame	35,151 units	103,819 units	24,320 units	69,000 units	65,880 units
Board	19,804 units	96,406 units	62,133 units	173,000 units	176,967 units

Main pachinko titles and number of units sold.

Pachinko		
Title	Brand	Unit Sales (Thousands)
CR Hokuto No Ken 6 series	Sammy	133
Pachinko CR Bakemonogatari	Sammy	32
CR BLACK LAGOON 2 series	TAIYO ELEC	15
Dejihane CR Hokuto No Ken 5 Jibo	Sammy	14
CR HAKUSHON DAIMAO series	Sammy	10

Amusement Machine Sales

(JPY Billion)	FY Ended March 2014		FY Ended March 2015				
	Results Through 2Q	Full Year Results	Results Through 2Q	YoY Change	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results	YoY Change
Net Sales	18.0	38.6	18.0	-	39.0	39.6	+3%
Domestic	15.5	32.6	14.9	-4%	-	31.7	-3%
Overseas	2.5	6.0	3.1	+24%	-	7.9	+32%
Operating Income	-0.0	-1.2	0.1	-	-1.6	-2.5	-
Operating Income Margin	-	-	0.6%	-	-	-	-

《Major Titles: Amusement Machines》

Title	Game Type	Sales (JPY Billion)
WORLD CLUB Champion Football Series	Trading Card Game	2.7
StarHorse3 Series	Medal Game	1.8
SENGOKU-TAISEN	Trading Card Game	1.3
BORDER BREAK Series	Video Game	1.2
Wonderland Wars	Video Game	1.2

*Sales figures include sales of expendable such as cards and distribution of earnings of revenue sharing titles

Amusement Center Operations

(JPY Billion)		FY Ended March 2014		FY Ended March 2015				
		Results Through 2Q	Full Year Results	Results Through 2Q	YoY Change	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results	YoY Change
Net Sales		21.9	43.2	20.8	-5%	41.0	41.4	-4%
Operating Income		0.2	0.0	-0.2	-	-0.8	-0.9	-
Operating Income Margin		0.9%	-	-	-	-	-	-
Same Store Sales Comparisons		95.0%	96.1%	98.7%	-	99.1%	100.1%	-
Domestic Facilities	Opened	3 facilities	5 facilities	3 facilities	-	5 facilities	6 facilities	-
	Closed	3 facilities	9 facilities	3 facilities	-	4 facilities	6 facilities	-
	Total	202 facilities	198 facilities	198 facilities	-	199 facilities	198 facilities	-
Overseas Facilities		2 facilities	2 facilities	2 facilities	-	2 facilities	2 facilities	-

《Same Store Sales Comparisons》

FY Ended March 2015															
April	May	June	Results Through 1Q	July	August	September	Results Through 2Q	October	November	December	Results Through 3Q	January	February	March	Full Year Results
101.7%	103.3%	92.8%	99.4%	97.1%	100.6%	96.0%	98.7%	102.9%	109.3%	98.3%	100.1%	97.8%	104.1%	98.5%	100.1%

FY Ended March 2014															
April	May	June	Results Through 1Q	July	August	September	Results Through 2Q	October	November	December	Results Through 3Q	January	February	March	Full Year Results
90.6%	89.1%	98.8%	92.5%	94.0%	101.6%	95.7%	95.0%	90.2%	94.0%	99.4%	94.9%	100.7%	94.9%	102.1%	96.1%

Consumer Business

(JPY Billion)	FY Ended March 2014		FY Ended March 2015				
	Results Through 2Q	Full Year Results	Results Through 2Q	YoY Change	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results	YoY Change
Net Sales	43.8	99.8	48.2	+10%	110.0	111.0	+11%
Packaged Games	16.2	38.9	15.3	-6%	43.8	44.8	+15%
Digital Games	17.6	40.0	21.9	+24%	44.4	44.7	+12%
Toy	4.9	8.4	3.5	-29%	6.2	6.2	-26%
Animation	5.1	12.1	6.6	+29%	13.9	14.0	+16%
Other / Elimination	-0.1	0.4	0.8	-	1.7	1.3	+225%
Operating Income	1.1	2.0	0.9	-18%	2.7	4.0	+100%
Operating Income Margin	2.5%	2.0%	1.9%	-0.6pt	2.5%	3.6%	+1.6pt
Sales in Units (Thousands)	3,230	8,730	4,100	+27%	11,060	12,300	+41%

《Shipment Data : Packaged Games Software》 *Number of titles reflects products launched in this fiscal year

Breakdown by Region		FY Ended March 2014		FY Ended March 2015		
		Results Through 2Q	Full Year Results	Results Through 2Q	Revised Full Year Forecasts (announced on Feb 12)	Full Year Results
Domestic	# of titles	3	12	3	15	15
	# of titles(SKU)	3	21	4	19	19
	Unit Sales(Thousands)	400	2,150	710	2,140	2,140
Overseas	# of titles	5	9	3	15	15
	# of titles(SKU)	5	11	10	31	31
	Unit Sales(Thousands)	2,820	6,570	3,380	8,920	10,160
Total	# of titles	8	21	6	30	30
	# of titles(SKU)	8	32	14	50	50
	Unit Sales(Thousands)	3,230	8,730	4,100	11,060	12,300

Consumer Business

《Major Titles / Packaged Games》

Title	Region	Platform	Sales Results (thousand units)
Alien: Isolation	Europe, US	PS3, PS4, Xbox360, XboxOne, PC	2,110
Football Manager 2015	Europe, US	PC	810
Sonic Boom Rise of Lyric	Japan, Europe, US	WiiU	620
Sonic Boom Shattered Crystal	Japan, Europe, US	3DS	
Ryu ga Gotoku 0: Chikai no Basho	Japan	PS3, PS4	380
Persona 4 The ULTIMAX ULTRA SUPLEX HOLD	Japan, Europe, US	PS3, Xbox360	280

《Major Index / Digital Games (Digital Overall)》

		FY Ended March 2015			
		1Q Results	2Q Results	3Q Results	4Q Results
Domestic	Average MAU (Thousands, 3 months average) *1	6,690	5,750	5,500	5,430
	ARPPMAU (JPY) *2	1,225	1,928	1,757	1,761
	Share of sales for top 3 titles *3	47.6%	52.8%	47.6%	45.4%
Accumulated Downloads (Thousands)	Domestic *4	48,560	55,430	61,740	68,020
	Overseas *4	81,980	118,890	138,010	160,000
	Total	130,540	174,320	199,740	228,020
Ratio of advertising expense to net sales *5		12.6%	8.8%	7.1%	8.8%
Noah Pass KPI (Sega Networks)	Total number of users (Thousands) *6	51,930	58,960	82,600	94,730
	Average MAU (Thousands, 3 months average)	4,810	7,300	9,180	10,540
(Composition ratio of overseas sales)		9.4%	8.0%	6.3%	10.4%

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

*1. Average of MAU (Monthly Active Users) within each quarter

*2. Calculated from dividing quarter digital sales by average MAU (Monthly Active Users)

*3. Sales percentage for top 3 titles in the domestic sales (gross basis) of each quarter

*4. As of the last day of each quarter

*5. Advertising expense percentage for total digital sales (gross basis) of each quarter

*6. As of the last day of each quarter

FY Ending March 2016 Full Year Forecasts
Consolidated Income Statements

(JPY Billion)	FY Ended March 2015		FY Ending March 2016			
	Results Through 2Q	Full Year Results	Forecasts Through 2Q	YoY Change	Full Year Forecasts	YoY Change
Sales	160.1	367.2	200.0	+25%	420.0	+14%
Pachislot and Pachinko Machines	62.3	152.6	94.5	+52%	167.0	+9%
Entertainment Contents	91.0	199.6	98.5	+8%	235.0	+18%
Resort	6.6	14.9	7.0	+6%	18.0	+21%
Operating Income	3.4	17.6	14.0	+312%	25.0	+42%
Pachislot and Pachinko Machines	7.4	25.9	22.0	+197%	23.0	-11%
Entertainment Contents	0.9	0.0	-2.5	-	11.5	-
Resort	-1.4	-2.3	-2.0	-	-3.5	-
Eliminations	-3.5	-6.0	-3.5	-	-6.0	-
Operating Income Margin	2.1%	4.8%	7.0%	+4.9pt	6.0%	+1.2pt
Ordinary Income	3.3	16.9	14.0	+324%	25.0	+48%
Extraordinary Gain	0.3	1.0	0.0	-	0.0	-
Extraordinary Loss	3.5	15.9	0.0	-	1.0	-
Income before income taxes and minority interests	0.0	2.0	14.0	-	24.0	+1100%
Profit attributable to owners of parent	-2.0	-11.2	11.0	-	19.0	-
Dividends per share (JPY)	20.00	40.00	20.00	-	40.00	-
Earnings per share (JPY)	-8.52	-46.22	46.33	-	80.02	-
Net Assets per share (JPY)	1,387.64	1,337.46	-	-	-	-

*Sales and operating income of new segment is unaudited.

*Sales of new segment is changed from net amount to total amount.

Costs and Expenses

(JPY Billion)	FY Ended March 2015		FY Ending March 2016			
	Results Through 2Q	Full Year Results	Forecasts Through 2Q	YoY Change	Full Year Forecasts	YoY Change
R&D Expense / Content Production Expense	28.4	67.6	30.0	+6%	69.4	+3%
Pachislot and Pachinko Machines	10.5	22.3	10.2	-3%	21.2	-5%
Entertainment Contents	17.9	45.7	19.7	+10%	48.0	+5%
Resort	0.1	0.2	0.0	-	0.1	-50%
Other, eliminations etc.	-0.1	-0.6	0.1	-	0.1	-
Cap-ex	14.7	28.7	15.0	+2%	34.4	+20%
Pachislot and Pachinko Machines	4.1	6.9	4.0	-2%	8.1	+17%
Entertainment Contents	9.4	19.5	9.2	-2%	18.7	-4%
Resort	1.0	2.1	1.6	+60%	7.4	+252%
Other, eliminations etc.	0.2	0.2	0.2	-	0.2	-
Depreciation	8.1	17.6	7.9	-2%	16.8	-5%
Pachislot and Pachinko Machines	2.9	6.4	3.1	+7%	6.7	+5%
Entertainment Contents	4.4	9.6	3.9	-11%	8.1	-16%
Resort	0.4	0.9	0.5	+25%	1.2	+33%
Other, eliminations etc.	0.4	0.7	0.4	-	0.8	+14%
Advertising	10.0	19.1	12.6	+26%	24.5	+28%
Pachislot and Pachinko Machines	1.3	2.1	1.6	+23%	3.1	+48%
Entertainment Contents	7.0	14.5	9.4	+34%	19.1	+32%
Resort	0.5	0.8	0.4	-20%	0.7	-13%
Other, eliminations etc.	1.2	1.7	1.2	-	1.6	-6%

*Costs and expenses of new segment for are unaudited. (approximate figure)

Pachislot and Pachinko Machines

(JPY Billion)	FY Ended March 2015		FY Ending March 2016			
	Results Through 2Q	Full Year Results	Forecasts Through 2Q	YoY Change	Full Year Forecasts	YoY Change
Sales	62.3	152.6	94.5	+52%	167.0	+9%
Pachislot	34.6	74.0	61.3	+77%	97.0	+31%
Pachinko	25.3	73.9	31.0	+23%	65.7	-11%
Other	2.4	4.7	2.2	-8%	4.3	-9%
Operating Income	7.4	25.9	22.0	+197%	23.0	-11%
Operating Income Margin	11.9%	17.0%	23.3%	+11.4pt	13.8%	-3.2pt
Unit Sales (Pachislot)	92,998	207,828	165,000	+77%	265,000	+28%
Unit Sales (Pachinko)	86,453	242,847	110,000	+27%	220,000	-9%

*Sales and operating income of new segment is unaudited.

*Sales of new segment is changed from net amount to total amount.

《Shipment Data / Plan: Pachislot and Pachinko》 * Number of titles reflects products launched in this fiscal year.

Pachislot	FY Ended March 2015		FY Ending March 2016	
	Results Through 2Q	Full Year Results	Forecasts Through 2Q	Full Year Forecasts
Sammy	2 titles	3 titles	3 titles	7 titles
	83,468 units	155,693 units	140,000 units	240,000 units
TAIYO ELEC	2 titles	2 titles	2 titles	2 titles
	9,530 units	9,569 units	25,000 units	25,000 units
Ginza/Rodeo	-	1 title	-	-
	-	42,566 units	-	-
Total	4 titles	6 titles	5 titles	9 titles
	92,998 units	207,828 units	165,000 units	265,000 units

Pachinko	FY Ended March 2015		FY Ending March 2016	
	Results Through 2Q	Full Year Results	Forecasts Through 2Q	Full Year Forecasts
Sammy	3 titles	5 titles	3 titles	5 titles
	62,938 units	206,704 units	75,000 units	165,000 units
TAIYO ELEC	2 titles	5 titles	4 titles	6 titles
	23,515 units	36,143 units	35,000 units	55,000 units
Total	5 titles	10 titles	7 titles	11 titles
	86,453 units	242,847 units	110,000 units	220,000 units
Board + Frame	24,320 units	65,880 units	41,500 units	127,500 units
Board	62,133 units	176,967 units	68,500 units	92,500 units

*The counting rules for number of pachinko titles are changed and new series of title is counted as one title. (except change of specification etc.)

Entertainment Contents Business

(JPY Billion)	FY Ended March 2015		FY Ending March 2016			
	Results Through 2Q	Full Year Results	Forecasts Through 2Q	YoY Change	Full Year Forecasts	YoY Change
Sales	91.0	199.6	98.5	+8%	235.0	+18%
Digital Games	26.9	54.3	34.0	+26%	87.0	+60%
Packaged Games	16.7	48.2	13.5	-19%	44.5	-8%
Amusement Machine Sales	18.5	39.4	23.0	+24%	45.0	+14%
Amusement Center Operations	17.9	36.0	18.5	+3%	36.5	+1%
Animation / Toy	10.0	19.8	8.5	-15%	20.0	+1%
Other / Elimination	1.0	1.9	1.0	-	2.0	+5%
Operating Income	0.9	0.0	-2.5	-	11.5	-
Digital Games	3.8	8.0	2.0	-47%	11.5	+44%
Packaged Games	-3.0	-2.7	-3.1	-	1.3	-
Amusement Machine Sales	0.0	-4.0	-0.4	-	0.0	-
Amusement Center Operations	0.5	0.7	0.5	-	0.3	-57%
Animation / Toy	-0.1	-1.6	-0.7	-	0.2	-
Other / Elimination	-0.3	-0.4	-0.8	-	-1.8	-
Operating Income Margin	1.0%	-	-	-	4.9%	-
Sales in Units (Thousands)	4,100	12,300	2,120	-48%	7,140	-42%
Same Store Sales Comparisons	98.7%	100.1%	99.3%	-	97.3%	-
Domestic Facilities	198	198	198	-	199	-

*Sales and operating income of new segment is unaudited.

*Sales of new segment is changed from net amount to total amount.

Entertainment Contents Business

《Shipment Data / Plan: Packaged Games Software》 *Number of titles reflects products launched in this fiscal year

Breakdown by Region		FY Ended March 2015		FY Ending March 2016	
		Results Through 2Q	Full Year Results	Forecasts Through 2Q	Full Year Forecasts
Domestic	# of titles	3	15	4	14
	# of titles(SKU)	4	19	5	21
	Unit Sales(Thousands)	710	2,140	480	2,660
Overseas	# of titles	3	15	9	20
	# of titles(sku)	10	31	11	24
	Unit Sales(Thousands)	3,380	10,160	1,640	4,480
Total	# of titles	6	30	13	34
	# of titles(sku)	14	50	16	45
	Unit Sales(Thousands)	4,100	12,300	2,120	7,140

* The contents of this material 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.