

Fiscal Year Ending March 2021 3Q Results Appendix

February 12, 2021

[Disclaimer]

Market forecasts, operating results forecast, and other information contained in these materials are based on judgements and projections of the Company's managements from currently available information. Therefore, please understand that the contents herein involve risks and uncertainties and that actual results could differ materially depending on various factors.

Market and business environment for the current fiscal year

	2020						2021					
	Apr.	May.	Jun.	Jul.	Aug.	Sep.	Oct.	Nov.	Dec.	Jan.	Feb.	Mar.
Pachislot and Pachinko machines	<ul style="list-style-type: none"> Halls suspended operation Deadline for removal extended 			<ul style="list-style-type: none"> Utilization has been recovering since resumption of operations 			<ul style="list-style-type: none"> Utilization is stable at about 70-80 percent, and the removal of previous regulation machines is expected to proceed from the second half of the year. Expecting that the recovery of purchasing motivation of pachinko halls take a while as the deadline for removal extended. 					
Consumer	<ul style="list-style-type: none"> Growth in sales due to spending from staying at home 			<ul style="list-style-type: none"> Spending from staying at home has stabilized, but repeat and other sales are expected to be strong continuously. 								
Amusement Machine Sales	<ul style="list-style-type: none"> Revenue from rev. sharing model and machine sales decreased due to closure and declined store utilization. 			<ul style="list-style-type: none"> Sales conditions are expected to improve gradually as utilization of facilities recovers. 								
Amusement Center Operations	<ul style="list-style-type: none"> Take measures of temporary closure of stores sequentially. Sales of existing stores YoY: 27.4% 			<ul style="list-style-type: none"> Facilities utilization is recovering 						<ul style="list-style-type: none"> Sales of existing stores YoY: 61.4% (Through Dec.) 		
Animation / Toys	<ul style="list-style-type: none"> Significant decrease in production and allocated revenues due to postponement of theatrical release, etc. 						<ul style="list-style-type: none"> Expecting the gradual recovery from the resumption of operation at theatres, etc. 					
PHOENIX Resort	<ul style="list-style-type: none"> Temporary closure for all facilities 			<ul style="list-style-type: none"> Utilization recovering gradually. The number of users continuously decline 			<ul style="list-style-type: none"> Personal demand increased due to "Go To Travel Campaign", and utilization of facilities recovered. 			<ul style="list-style-type: none"> Decline of travel demand is expected due to temporary suspension of "Go To Travel Campaign". 		
PARADISE SEGA SAMMY	<ul style="list-style-type: none"> Suspension of operations at some facilities and casino area. 			<ul style="list-style-type: none"> Expecting that the restriction of foreign visitors will continue Temporary closure of some facilities from 7/1 								

Consolidated Income Statements (Summary)

(JPY Billion)	2020/3				2021/3				
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
Sales	72.7	165.5	280.8	366.5	48.3	110.2	210.1	283.0	276.0
Pachislot and Pachinko Machines	17.1	44.2	86.3	108.5	2.7	10.7	37.3	60.0	51.5
Entertainment Contents	53.0	115.7	186.1	247.6	45.1	97.0	167.6	216.0	218.0
Resort	2.4	5.5	8.2	10.4	0.4	2.2	4.8	6.5	6.0
Other / Elimination	0.0	0.0	0.0	0.0	0.1	0.3	0.4	0.5	0.5
Operating Income	3.4	14.6	28.0	27.6	-3.8	-3.0	13.5	-1.5	9.0
Pachislot and Pachinko Machines	1.0	7.3	19.9	23.2	-8.4	-12.0	-8.2	-10.0	-11.5
Entertainment Contents	5.2	13.2	17.0	16.5	8.1	14.9	29.9	21.5	32.0
Resort	-0.8	-1.5	-2.3	-3.6	-1.7	-2.6	-3.1	-5.5	-4.5
Other / Elimination	-2.0	-4.4	-6.6	-8.5	-1.8	-3.3	-5.1	-7.5	-7.0
Non-operating income	0.8	1.3	1.8	3.2	0.6	3.2	5.6	5.0	6.5
Non-operating expenses	1.9	3.3	4.0	5.5	0.8	3.7	6.5	8.5	8.5
Ordinary Income	2.3	12.6	25.8	25.2	-4.0	-3.5	12.5	-5.0	7.0
Pachislot and Pachinko Machines	0.9	7.2	19.4	22.7	-8.5	-12.4	-8.7	-10.5	-12.5
Entertainment Contents	4.9	12.8	16.0	16.2	8.2	16.8	33.1	24.0	36.0
Resort	-1.6	-3.1	-3.3	-5.3	-2.1	-4.6	-6.6	-11.0	-9.0
Other / Elimination	-1.9	-4.3	-6.3	-8.4	-1.6	-3.3	-5.3	-7.5	-7.5
Ordinary Income Margin	3.2%	7.6%	9.2%	6.9%	-	-	5.9%	-	2.5%
Extraordinary income	0.0	0.0	3.0	3.1	0.2	1.5	10.3	7.5	26.0
Extraordinary losses	0.1	0.1	0.5	1.2	2.5	21.1	31.8	34.0	38.0
Income before income taxes	2.2	12.5	28.3	27.1	-6.4	-23.1	-8.8	-31.5	-5.0
Profit attributable to owners of parent	1.7	9.8	22.9	13.7	-3.3	-21.7	-6.2	-24.5	-3.0
Dividends per share (JPY)	-	20.00	20.00	40.00	-	10.00	10.00	-	30.00
Earnings per share (JPY)	7.32	42.05	97.92	58.65	-14.04	-92.38	-26.54	104.21	-12.76
Net Assets per share (JPY)	1,259.70	1,276.36	1,318.14	1,251.02	1,219.49	1,149.63	1,181.27	-	-

*The results of FY2020/3 reflect the change of segment classification retrospectively.

Costs and Expenses

(JPY Billion)	2020/3				2021/3				Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q			
R&D Expense / Content Production Expense	17.1	33.5	56.4	76.5	14.7	28.3	43.5	62.7	62.5	
Pachislot and Pachinko Machines	4.3	8.9	14.3	18.1	5.4	9.3	12.6	17.5	16.8	
Entertainment Contents	12.8	24.7	42.3	58.6	9.2	19.0	30.8	45.2	45.5	
Resort	0.0	0.0	0.1	0.1	0.0	0.0	0.1	0.0	0.1	
Other / Elimination	0.0	-0.1	-0.3	-0.3	0.1	0.0	0.0	0.0	0.1	
Cap-ex	5.1	10.5	16.1	22.8	3.6	7.2	11.4	13.9	14.5	
Pachislot and Pachinko Machines	0.9	1.8	2.5	3.5	1.1	1.8	2.5	3.6	3.6	
Entertainment Contents	4.0	8.3	12.9	18.2	2.2	5.0	8.5	9.4	10.0	
Resort	0.0	0.1	0.1	0.2	0.0	0.0	0.1	0.3	0.3	
Other / Elimination	0.2	0.3	0.6	0.9	0.3	0.4	0.3	0.6	0.6	
Depreciation	3.6	7.3	10.9	14.8	3.6	7.3	9.5	13.1	10.9	
Pachislot and Pachinko Machines	1.0	1.9	2.8	3.6	0.8	1.7	2.6	2.8	2.7	
Entertainment Contents	2.1	4.2	6.4	8.9	2.2	4.5	5.2	8.2	6.3	
Resort	0.2	0.5	0.8	1.1	0.2	0.4	0.7	1.0	0.9	
Other / Elimination	0.3	0.7	0.9	1.2	0.4	0.7	1.0	1.1	1.0	
Advertising	3.6	8.5	12.9	17.4	2.0	5.6	9.5	16.3	13.0	
Pachislot and Pachinko Machines	0.2	0.8	1.2	1.5	0.1	0.7	1.0	2.1	1.5	
Entertainment Contents	3.0	6.4	10.2	14.1	1.7	4.5	7.8	12.8	10.3	
Resort	0.1	0.2	0.3	0.4	0.0	0.1	0.2	0.3	0.3	
Other / Elimination	0.3	1.1	1.2	1.4	0.2	0.3	0.5	1.1	0.9	

*The results of FY2020/3 reflect the change of segment classification retrospectively.

Consolidated Balance Sheet (Summary)

(Billion yen)				【Liabilities and Net Assets】			
Account	【Assets】			Account	【Liabilities and Net Assets】		
	As of end of March 2020	As of end of Dec 2020	Change		As of end of March 2020	As of end of Dec 2020	Change
Cash and Deposits	159.0	151.4	-7.6	Accounts Payable	17.8	18.1	+0.3
Accounts Receivable	40.4	51.8	+11.4	Corporate Bonds	10.0	-	-10.0
Short term investment securities	5.3	11.0	+5.7	Short Term Loans Payable	13.3	39.1	+25.8
Inventories	47.0	56.5	+9.5	Other	45.0	46.6	+1.6
Other	17.2	34.8	+17.6	Total Current Liabilities	86.1	103.8	+17.7
Total Current Assets	268.9	305.5	+36.6	Corporate Bonds	10.0	10.0	-
Tangible Fixed Assets	86.6	67.0	-19.6	Long Term Loans Payable	42.0	42.0	-
Intangible Fixed Assets	17.9	17.6	-0.3	Other	23.2	18.6	-4.6
Investment Securities	55.0	43.1	-11.9	Total Noncurrent Liabilities	75.2	70.6	-4.6
Other	29.7	19.4	-10.3	Total Liabilities	161.4	174.4	+13.0
Total Noncurrent Assets	189.2	147.1	-42.1	Shareholders Equity	301.2	287.7	-13.5
Total Assets	458.2	452.7	-5.5	Total accumulated other comprehensive income	-7.1	-10.0	-2.9
				Subscription rights to shares	0.8	-	-0.8
				Non-controlling intesrests	1.9	0.5	-1.4
				Total Net Assets	296.8	278.2	-18.6
				Total Liabilities and Net Assets	458.2	452.7	-5.5

Segment Results: Pachislot and Pachinko Machines

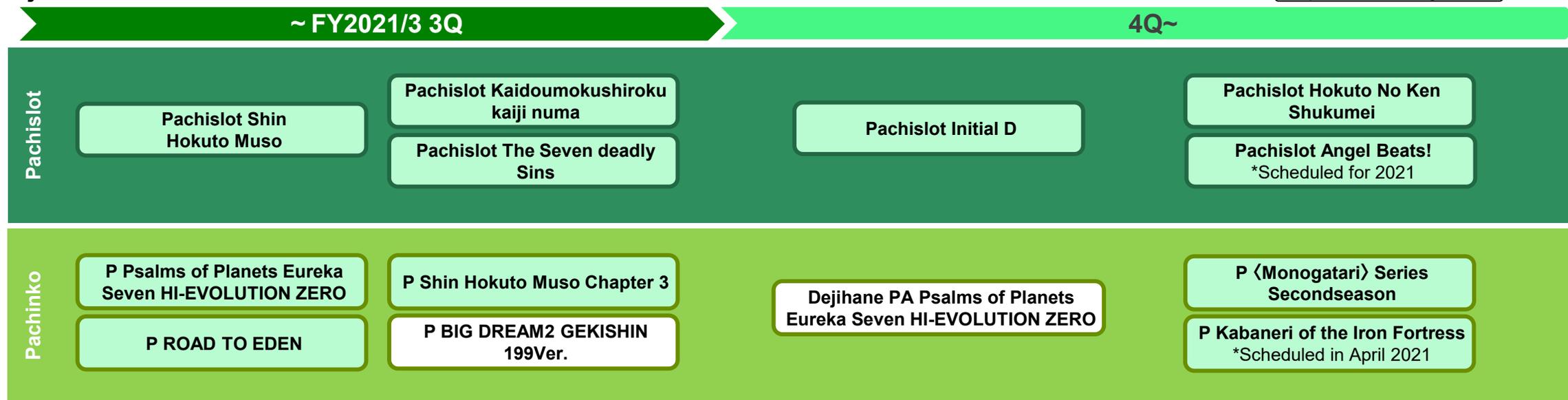
(JPY Billion)	2020/3				2021/3				
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
Sales	17.1	44.2	86.3	108.5	2.7	10.7	37.3	60.0	51.5
Pachislot	7.0	11.1	46.2	54.1	0.2	2.0	4.8	14.9	13.5
Pachinko	5.4	23.8	26.8	37.4	0.0	3.7	24.6	35.8	28.2
Other / Elimination	4.7	9.3	13.3	17.0	2.5	5.0	7.9	9.3	9.8
Operating Income	1.0	7.3	19.9	23.2	-8.4	-12.0	-8.2	-10.0	-11.5
Non-operating income	0.1	0.2	0.4	0.7	0.1	0.2	0.3	0.5	0.5
Non-operating expenses	0.1	0.3	0.8	1.1	0.2	0.6	0.9	1.0	1.5
Ordinary Income	0.9	7.2	19.4	22.7	-8.5	-12.4	-8.7	-10.5	-12.5
Ordinary Income Margin	5.3%	16.3%	22.5%	20.9%	-	-	-	-	-
Pachislot									
Number of Titles	0 title	1 title	3 titles	5 titles	0 title	1 title	3 titles	6 titles	5 titles
Unit Sales (units)	17,930	28,360	105,860	123,336	485	4,885	12,487	38,300	34,300
Pachinko									
Number of Titles	2 titles	4 titles	5 titles	7 titles	0 title	2 titles	3 titles	5 titles	4 titles
Unit Sales (units)	16,212	66,140	75,094	104,581	177	11,342	59,359	89,200	68,300
Board + Frame	8,020	15,850	18,878	33,056	54	1,187	46,574	63,500	52,900
Board	8,192	50,290	56,216	71,525	123	10,155	12,785	25,700	15,400

*From FY2021/3, the gaming machine business, which develops and sells gaming machines for casino, was shifted from Amusement Machine Sales area of Entertainment Contents Business segment to Pachislot and Pachinko Machines Business segment.

*The results of FY2020/3 reflect the change of segment classification retrospectively.

Major Titles in FY2021/3

New title
Specification changed title



(Titles launched in 3Q)		Installed from	Total sales
Pachislot	Pachislot The Seven deadly Sins	November	6,206 Units
	Pachislot Shin Hokuto Muso	July	4,295 Units
	Pachislot Kaidoumokushiroku kaiji numa	October	1,361 Units
Pachinko	P Shin Hokuto Muso Chapter 3	December	43,741 Units
	P Psalms of Planets Eureka Seven HI-EVOLUTION ZERO	August	10,223 Units
	P BIG DREAM2 GEKISHIN 199Ver.	November	4,231 Units

(Titles to be launched after 4Q)		Installed from
Pachislot	Pachislot Initial D	Jan.
	Pachislot Hokuto No Ken Shukumei	Mar.
	Pachislot Angel Beats!	TBD
Pachinko	Dejihane PA Psalms of Planets Eureka Seven HI-EVOLUTION ZERO	Jan.
	P <Monogatari> Series Secondseason	Feb.
	P Kabaneri of the Iron Fortress	Apr.

Segment Results: Entertainment Contents Business



(JPY Billion)	2020/3				2021/3			Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q		
Sales	53.0	115.7	186.1	247.6	45.1	97.0	167.6	216.0	218.0
Consumer	26.7	55.8	90.2	125.5	32.4	61.4	102.4	132.5	136.0
Amusement Machine Sales	10.1	24.6	41.1	51.0	5.4	13.6	25.6	37.5	36.0
Amusement Center Operations	10.4	22.0	32.2	41.9	3.4	11.8	20.6	20.0	21.0
Animation / Toy	5.0	11.7	20.3	26.2	3.4	9.0	17.1	24.0	23.0
Other / Elimination	0.6	1.6	2.2	2.9	0.4	1.2	1.9	2.0	2.0
Operating Income	5.2	13.2	17.0	16.5	8.1	14.9	29.9	21.5	32.0
Consumer	5.3	9.7	12.1	14.7	12.5	20.3	30.9	30.0	36.5
Amusement Machine Sales	-0.4	0.7	1.1	-0.6	-1.6	-1.9	-0.1	-2.5	-1.5
Amusement Center Operations	0.7	1.9	1.7	1.4	-2.0	-2.7	-1.4	-4.5	-1.5
Animation / Toy	0.3	1.7	2.9	2.7	-0.0	0.2	2.1	0.9	1.4
Other / Elimination	-0.7	-0.9	-0.9	-1.7	-0.8	-1.0	-1.6	-2.4	-2.9
Non-operating income	0.3	0.3	0.3	1.3	0.2	2.5	4.7	3.3	5.5
Non-operating expenses	0.6	0.8	1.3	1.6	0.1	0.6	1.4	0.8	1.5
Ordinary Income	4.9	12.8	16.0	16.2	8.2	16.8	33.1	24.0	36.0
Ordinary Income Margin	9.2%	11.1%	8.6%	6.5%	18.2%	17.3%	19.7%	11.1%	16.5%
No. of domestic amusement centers	191	192	195	192	195	193	193	-	-
YoY sales rate comparison of existing amusement centers	109.0%	103.6%	100.7%	97.7%	27.4%	50.1%	61.4%	-	-

*As the breakdown of sub-segment, Digital Games area and Packaged Games area have been integrated into 1 sub-segment and changed the name to Consumer area from FY2021/3.

*From FY2021/3, the gaming machine business, which develops and sells gaming machines for casino, was shifted from Amusement Machine Sales area of Entertainment Contents Business segment to Pachislot and Pachinko Machines Business segment.

*The results of FY2020/3 reflect the change of segment classification retrospectively.

Segment Results: Entertainment Contents Business

Consumer Area (KPI)

<Sales by Business Model>

(JPY Billion)	2020/3				2021/3			Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q		
Sales	26.7	55.8	90.2	125.5	32.4	61.4	102.4	132.5	136.0
Domestic	12.9	27.0	45.9	64.2	12.4	27.9	48.7	66.3	63.4
Overseas	13.9	29.0	45.4	63.9	19.6	33.4	54.3	67.6	73.6
Overseas sales ratio	52.1%	52.0%	50.3%	50.9%	60.5%	54.4%	53.0%	51.0%	54.1%
Other / Elimination	-0.1	-0.2	-1.2	-2.6	0.2	0.1	-0.6	-1.4	-1.0
Full Game	11.5	19.4	37.8	57.0	14.4	25.2	42.6	48.5	55.7
New titles	7.3	11.3	25.6	39.1	2.0	5.2	13.8	17.8	20.7
Japan	0.2	0.6	7.5	12.5	0.0	0.1	1.8	1.9	2.1
Asia	0.4	0.5	1.1	3.5	0.7	1.0	1.2	1.9	1.7
North America / Europe	6.6	10.1	16.9	22.9	1.2	4.1	10.6	13.9	16.9
Repeat titles	4.2	8.1	12.1	17.8	12.3	19.9	28.8	30.7	35.0
Japan	0.5	1.1	1.5	2.7	1.7	2.7	3.7	4.7	4.2
Asia	0.3	0.8	1.1	1.7	0.5	1.1	1.5	2.7	2.3
North America / Europe	3.3	6.1	9.4	13.3	9.9	16.1	23.5	23.3	28.3
Download sales ratio	65.9%	58.6%	48.4%	46.0%	66.5%	67.7%	62.8%	61.8%	61.8%
F2P	9.1	18.1	27.6	38.1	11.1*	25.5	41.0	58.1	54.7
Japan	8.4	16.9	25.8	35.3	9.1*	21.5	35.5	50.4	47.6
Asia	0.0	0.0	0.1	0.3	0.0	0.1	0.2	0.7	0.2
North America / Europe	0.6	1.1	1.6	2.4	1.9	3.9	5.2	7.0	6.8
Other	6.1	18.4	25.8	33.0	6.5*	10.6	19.4	27.3	26.6

*Portion of figures for FY2021/3 1Q have been revised.

Full Game = Mainly physical sales and download sales of full game for home video game consoles and PCs. (Additional download content sales are not included.)

F2P = Mainly sales of contents offering free basic play and microtransaction for smartphones and PCs.

Others = Sales of additional downloadable contents, consignment sales of 3rd party titles, revenue from consignment development, transfer of titles, offering of titles in batches to 1st parties, sales of non-game software products, etc.

	2020/3				2021/3				
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q	Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
Full Game: Number of Titles	9 titles	13 titles	26 titles	36 titles	4 titles	6 titles	15 titles	22 titles	18 titles
Japan	2 titles	3 titles	9 titles	11 titles	0 title	0 title	2 titles	2 titles	2 titles
Asia	3 titles	3 titles	6 titles	12 titles	1 title	1 title	4 titles	7 titles	6 titles
North America / Europe	4 titles	7 titles	11 titles	13 titles	3 titles	5 titles	9 titles	13 titles	10 titles
Full Game: Sales in Units (Thousands)	6,490	12,100	20,570	28,570	12,980	19,080	34,200	33,040	40,540
Total New titles	2,300	3,550	7,460	11,480	790	1,180	3,770	5,580	6,030
Japan	60	170	1,180	1,910	10	20	370	420	420
Asia	130	130	300	780	150	200	260	450	390
North America / Europe	2,110	3,240	5,970	8,790	620	960	3,130	4,720	5,200
Total Repeat titles	4,180	8,550	13,110	17,090	12,190	17,900	30,420	27,460	34,510
Japan	210	440	580	880	460	690	990	1,190	1,140
Asia	110	280	380	580	240	510	700	1,130	1,050
North America / Europe	3,860	7,820	12,140	15,620	11,480	16,690	28,730	25,130	32,310

*Sales in units don't include the figure for free download

*Numbers of titles and sales units of Full Game in FY2020/3 results were revised due to the change of subsegment classifications

2021/3 3Q Major Titles

3Q titles	Release	Platform	Launched region	Repeat titles	Platform	Launched region
Shin Megami Tensei III NOCTURNE HD REMASTER	2020/10	Switch™ / PlayStation®4	Japan	Total War series	PC	Japan / Asia / North America / Europe
Football Manager 2021	2020/11	PC	Japan / Asia / North America / Europe	Sonic series	Multi-platform	Japan / Asia / North America / Europe
YAKUZA : LIKE A DRAGON	2020/11	Xbox Series X S / PC	North America / Europe	Football Manager series	PC	Japan / Asia / North America / Europe

2021/3 3Q Results of Titles

IP	Unit Sales	Main titles (released month)
Sonic	Approx. 3,700K units	“Mario & Sonic at the Olympic Games Tokyo 2020” (November 2019) “Team Sonic Racing” (May 2019) “Sonic Generations” (December 2011) “Sonic Mania” (August 2017), etc.
Total War	Approx. 3,600K units	“Total War: SHOGUN 2” (March 2011) “Total War: ROME II” (September 2013) “Total War: WARHAMMER 2” (September 2017) “Total War: Three Kingdoms” (May 2019), etc.
Football Manager	Approx. 2,900K units	“Football Manager 2020” (November 2019) “Football Manager 2021” (November 2020) “Football Manager 2020 Mobile” (November 2019) “Football Manager 2021 Mobile” (November 2020)
Persona	Approx. 1,900K units	“Persona 4 The Golden” (June 2020) “Persona 5 Royal” (October 2019) “Persona 5” (September 2016) “Persona 5 Scramble Strikers” (February 2020), etc.
Others	—	“Alien: Isolation” (October 2014) “Endless Space2” (May 2017) “Two Point Hospital” (August 2018) “YAKUZA : LIKE A DRAGON” (January 2020), etc.

Consumer Area (KPI)

<Sales breakdown of F2P>

(Billion yen)	2020/3				2021/3				Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q			
Sales	9.1	18.1	27.6	38.1	11.1*	25.5	41.1	58.1	54.8	
Titles in or before FY2018/3	6.5	12.7	18.2	24.5	5.1	11.4	16.4	22.5	20.8	
Titles released in FY2019/3	2.4	4.7	7.0	9.1	2.2	5.2	7.3	9.0	8.7	
Titles released in FY2020/3	0.0	0.6	2.3	4.4	2.1*	4.8	7.2	9.2	9.0	
Titles release in FY2021/3	-	-	-	-	1.5	4.1	10.2	17.3	16.4	

*Portion of figures for FY2021/3 1Q have been revised.

<Numbers of titles for F2P>

	2020/3				2021/3				Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q			
No. of new titles launched	1	4	4	4	2	4	5	5	5	
No. of titles in operation	20	21	20	19	20	22	22	22	22	
No. of titles ended services	-4	-6	-7	-8	-1	-1	-2	-2	-2	

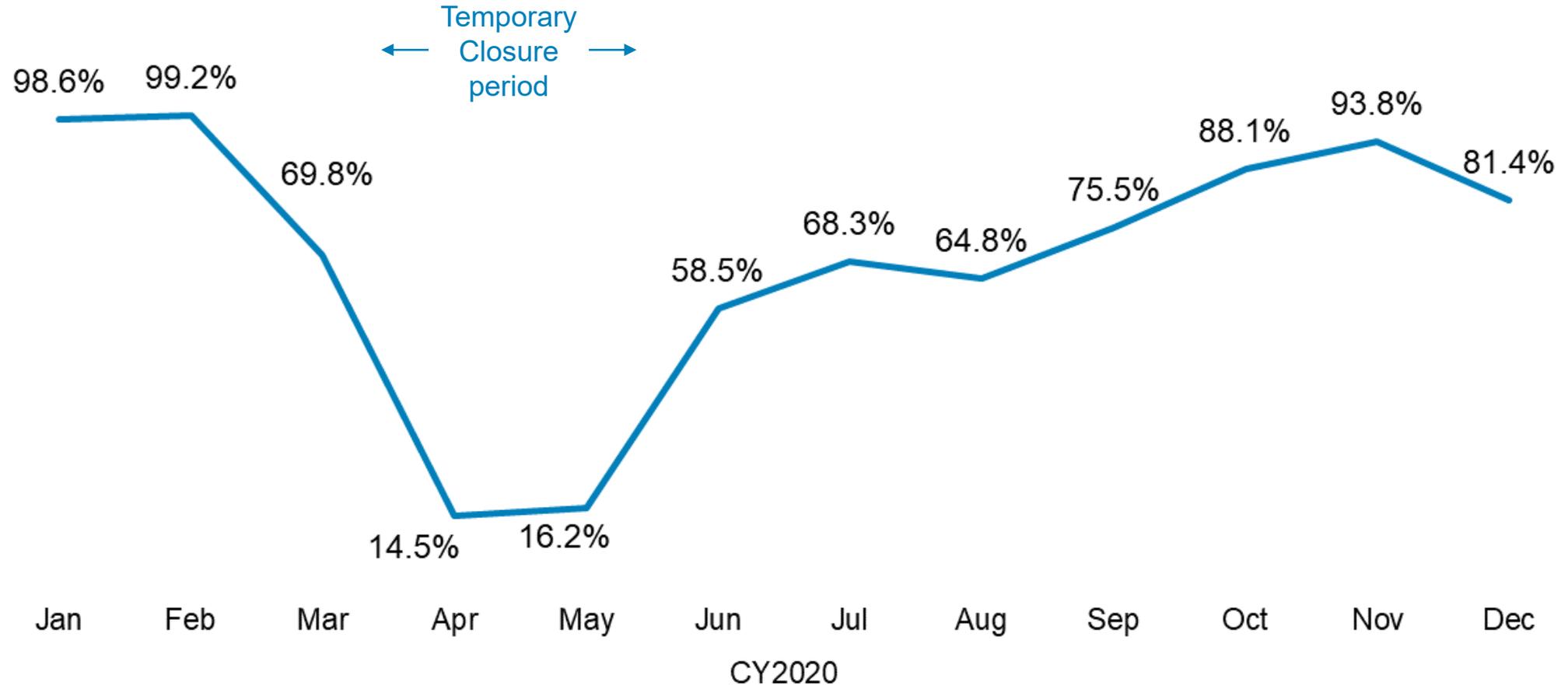
Top 3 titles in sales for F2P

*Top three titles in the period of Oct-Dec 2020

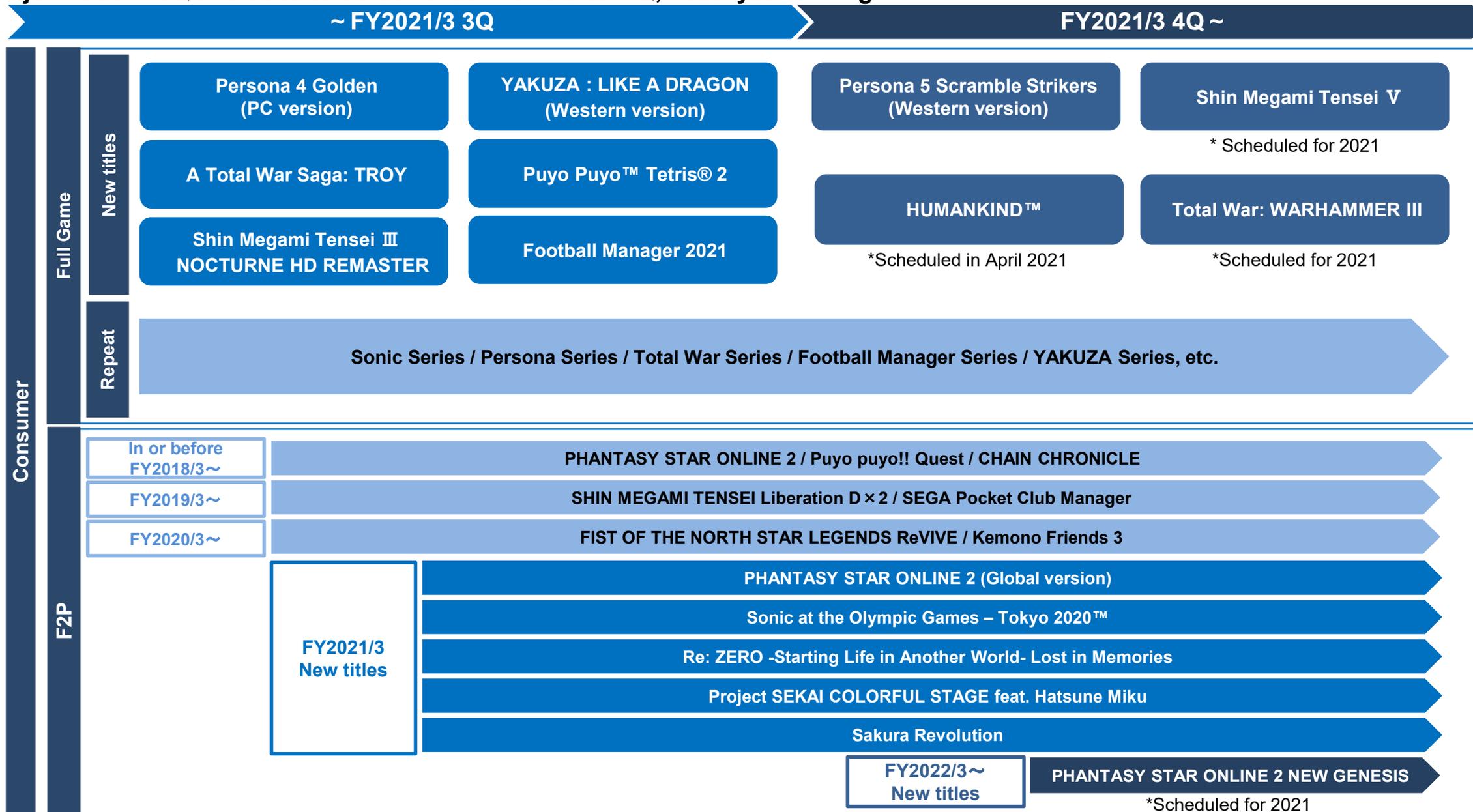
Title name	Release
1. Project SEKAI COLORFUL STAGE feat. Hatsune Miku	2020/9
2. Re: ZERO -Starting Life in Another World- Lost in Memories	2020/9
3. PHANTASY STAR ONLINE 2 (Japanese version)	2012/7

Amusement Center Area (KPI)

■ YoY comparison of monthly sales of existing stores of amusement facilities of our Group



Major Titles in 3Q and titles to be launched in and after 4Q, fiscal year ending Mar 2021



■ Major Titles in 3Q and titles to be launched in and after 4Q, fiscal year ending Mar 2021

~ FY2021/3 3Q

FY2021/3 4Q ~

Amusement Machine Sales

<Existing titles>

KanColle Arcade / StarHorse Series / Fate/Grand Order Arcade / WCCF FOOTISTA 2019 / SANGOKUSHI TAISEN Series
maimai Series / O·N·G·E·K·I / CHUNITHM Series

<Regular titles>

UFO CATCHER series / prizes for UFO CATCHER

TRANSFORMERS SHADOWS
RISING

fiz

Initial D THE ARCADE

StarHorse4
(Content Update)

Animation / Toys

Sonic The Hedgehog
(in Japan)

Detective Conan: The Scarlet
Bullet

*Scheduled to be released on
April 16, 2021

SOREIKE ! ANPANMAN :
FUWAFUWA FUWARI TO
KUMONOKUNI (Working Title)

*Scheduled to be released on
June 25, 2021

Disney&Disney/Pixar Characters
Magical Smart Note

Fun to change mouse covers!
Sumikkogurashi Personal
Computer Plus

Segment Results: Resort Business

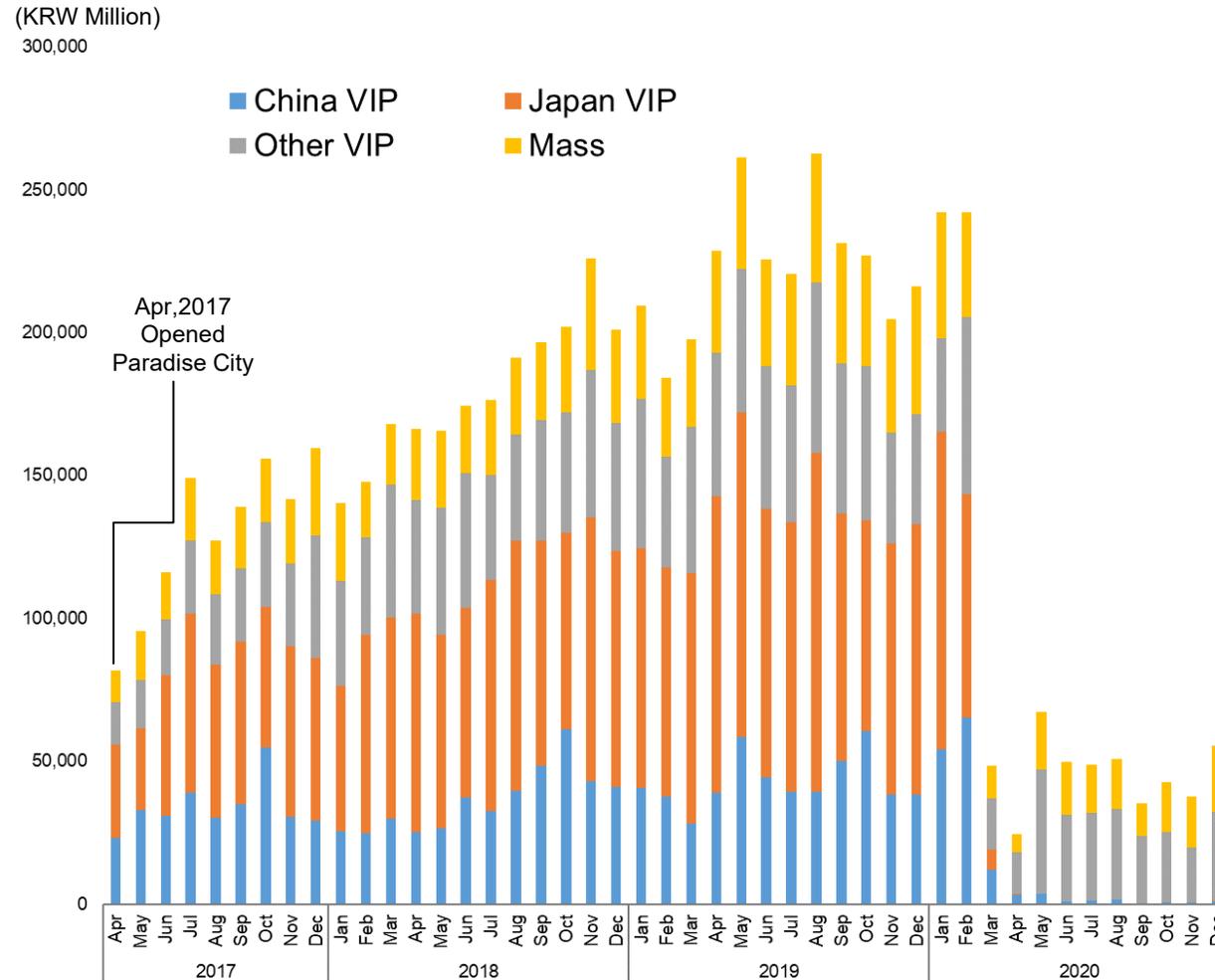
(JPY Billion)	2020/3				2021/3			Full Year Forecast (announced on Nov 6)	Revised Full Year Forecast (announced on Feb 12)
	1Q	Through 2Q	Through 3Q	Through 4Q	1Q	Through 2Q	Through 3Q		
Sales	2.4	5.5	8.2	10.4	0.4	2.2	4.8	6.5	6.0
Operating Income	-0.8	-1.5	-2.3	-3.6	-1.7	-2.6	-3.1	-5.5	-4.5
Non-operating income	0.1	0.2	0.2	0.2	0.0	0.0	0.0	0.2	0.0
Non-operating expenses	0.9	1.7	1.2	1.9	0.3	2.0	3.5	5.7	4.5
Ordinary Income	-1.6	-3.1	-3.3	-5.3	-2.1	-4.6	-6.6	-11.0	-9.0
Ordinary Income Margin	-	-	-	-	-	-	-	-	-

<PHOENIX RESORT>

Sales	2.2	5.0	7.7	9.9	0.3	2.0	4.6	6.1	6.0
Operating Income	-0.1	-0.1	-0.0	-0.2	-1.0	-1.6	-1.4	-2.1	-2.1
No. of facility users (Thousands)	189	454	658	839	44	211	430	539	533
3 accommodation facilities	75	194	283	359	12	78	177	224	214
2 golf courses	25	46	70	92	9	31	57	73	74
Other facilities	89	214	305	388	23	102	196	242	245

Transition of Drop amounts* at Paradise City

*Drop amounts: Purchased amount of chips by customers at the table



* PARADISE SEGASAMMY Co., Ltd. is an equity method affiliate
 * Figures for PARADISE SEGASAMMY Co., Ltd. are recorded with three months delay
 * Local accounting standards

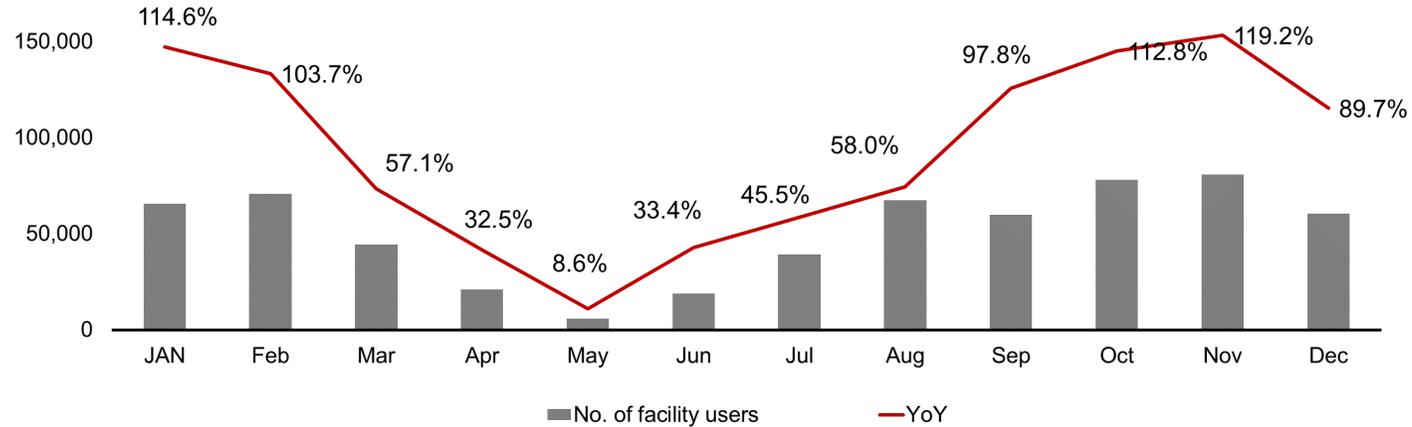
(KRW Billion)	FY2020 3Q Results	FY2021 3Q Results
Sales	331.7	144.9
Casino	269.0	106.9
Hotel	49.5	32.8
Other	13.1	5.1
Cost of sales	279.4	174.2
Casino	145.5	78.1
Hotel	87.2	67.0
Other	46.6	29.0
Gross profit	52.2	-29.2
SG&A	39.9	22.0
Operating profit	12.3	-51.3
EBITDA	60.0	-7.0
Net profit	-11.2	-77.1
Number of casino visitors (Thousands)	286	137
SEGASAMMY Equity method acquisition amount (Billion yen)	-0.9	-3.4

Source: Paradise IR

■ PHENIX RESORT

Number of facility users and YoY comparison

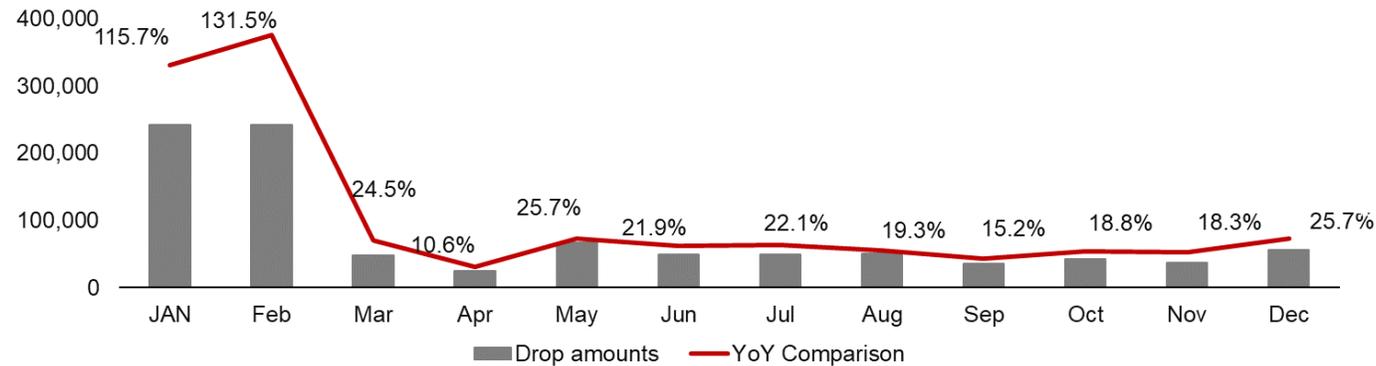
(Users)



■ PARADISE SEGASAMMY

Drop amounts and YoY comparison

(KRW Million)





■Exterior



■Golf Course



■Convention Center

<Overview>

Facility name	Phoenix Seagaia Resort	
Operating company	Phoenix Resort Co., Ltd.	
Facility address	3083 Aza Hamayama, O-Aza Shioji, Miyazaki City, Miyazaki Prefecture	
Access	<ul style="list-style-type: none"> ■Miyazaki Airport 20-minute by car ■JR Miyazaki train station Approx. 25-minute by public bus(chargeable) 15-minute by car ■Express way Approx. 25-minute drive from Miyazaki Interchange 	
Number of employees	744 (as of December 31 2020) (including, concurrent officers, full-time employees, seconded employees, contract employees and part-time employees)	
Site area	2,511,144m ²	
Facility composition	Hotel	950 rooms (Sheraton Grande Ocean Resort, Luxze Hitotsuba and Cottage HIMUKA)
	Golf Courses	45 holes (Phoenix Country Club, Tom Watson Golf Course), Phoenix Golf Academy
	Convention Center	Approx. 5,500 m ² (capacity for approx. 5,000 people)
	Other Entertainment Facilities etc.	Spa, hot springs, fitness club, horse riding club, tennis court and wedding halls



■Exterior

■Casino facility

■Lobby lounge (Hotel)

<Overview>

Facility name	PARADISE CITY
Operating company	PARADISE SEGASAMMY Co.,Ltd.
Facility address	186, Yeongjonghaeannam-ro 321-gil, Jung-gu, Incheon, Republic of Korea
Access to PARADISE CITY	<ul style="list-style-type: none"> ■3-minute drive by car or shuttle bus (free of charge) 5-minute ride on linear monorail (free of charge) and 15-minute walk from Incheon International Airport ■Also a 5-minute drive from Incheon Interchange on the expressway
Number of employees	1,659 (as of December 31, 2020) (including, concurrent officers, full-time employees, seconded employees, contract employees and part-time employees)
Site area	330,000 m ²
Investment amount	Approx. 1,567.5 billion KRW (amount invested by SEGA SAMMY: 331.9 billion KRW; shareholding ratio: 45%)
Facility composition	<ul style="list-style-type: none"> • Casino (table games: 158 units, electronic table games: 4 units 62 seats, slot machines: 291 units) • Hotel (711 rooms; additional facilities: restaurant, banquet hall, indoor and outdoor pools, etc.) • Convention · PLAZA (Commercial facility / cultural center, shopping mall) <p>Facilities in temporary suspension (from Jul 1, 2020)</p> <ul style="list-style-type: none"> • SPA · CLUB · Boutique Hotel (58 rooms) • WONDER BOX (for families)

Casino facility		Upper limit for square measures of gaming areas within casino facility is 3% of the total floor area of IR facilities
Facility No.1:	International convention and conference facilities	Capacity of the largest international convention and conference room must be more than 1,000 people. Total capacity of whole international convention and conference facilities must be more than twice of the capacity of the largest international convention and conference room.
Facility No.2:	Exhibition facilities	<p>Square measures of exhibition facilities must meet the standards according to the below tier based on capacity of the largest international convention and conference room.</p> <p>(Capacity of the largest international convention and conference room)</p> <ul style="list-style-type: none"> • More than 1,000 and less than 3,000 people ⇔ Total floor area of exhibition facilities: more than 120K m² • More than 3,000 and less than 6,000 people ⇔ Total floor area of exhibition facilities: more than 60K m² • More than 6,000 people ⇔ Total floor area of exhibition facilities: more than 20K m²
Facility No.3:	Facilities enhancing the attractiveness of tourism	Theater, entertainment hall, concert hall, stadium, cinema, museum, gallery, restaurant and other facilities that contribute enhancing the attractiveness of Japanese tourism
Facility No.4:	Facilities with customer transfer functions	Facilities satisfying below 4 conditions 1) showcase function, 2) concierge function, 3) multilingual support function, 4) sufficient facility scale
Facility No.5:	Accommodation facilities	Total square measures for floor area of all guest rooms must be more than 100K m ² and facilities must have suite rooms with appropriate square measures and certain ratio of suite rooms.
Facility No. 6	Other facilities	Facility contributing to the promotion of visit and stay of domestic and inbound tourists
Other: Restriction of casino ads		Can applies only to places where foreign travelers can stay until they complete immigration procedures at airports operating international flights and passenger terminals of ports where foreign cruise ships are in service
Other: Transaction subject to report		Cash transactions exceeding 1 million yen between casino business operators and customers

< APPENDIX : Overview of revision to the rules >

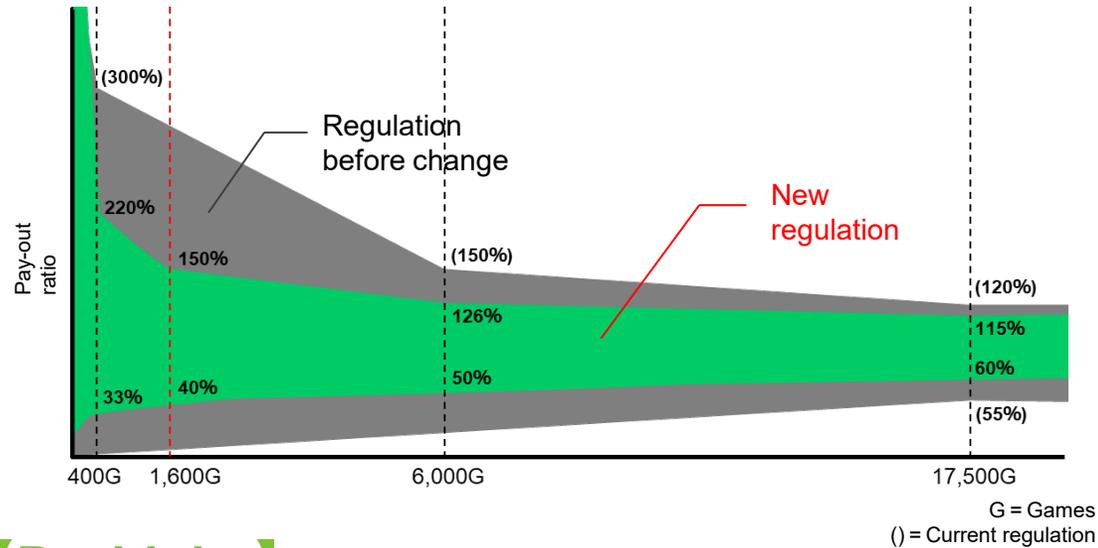
Date of enforcement	February 1, 2018
Pachislot and pachinko machine manufacturers	(1) Matters related to regulations of pay-out balls/medals (2) Addition of standards for pachislot and pachinko machines with which pay-out balls/medals information can be easily checked (3) Introduction of “multi stage payout-ratio” to pachinko machines
Pachinko halls	(4) Addition of responsibilities of administrators

- ✓ **Curbing of gambling element is intended in the matters related to regulations of pay-out balls/medals.**
- ✓ **“Multi stage payout-ratio” is newly approved for pachinko machines.**

* (2) Able to play without touching balls and medals (record and pay-out electronically)

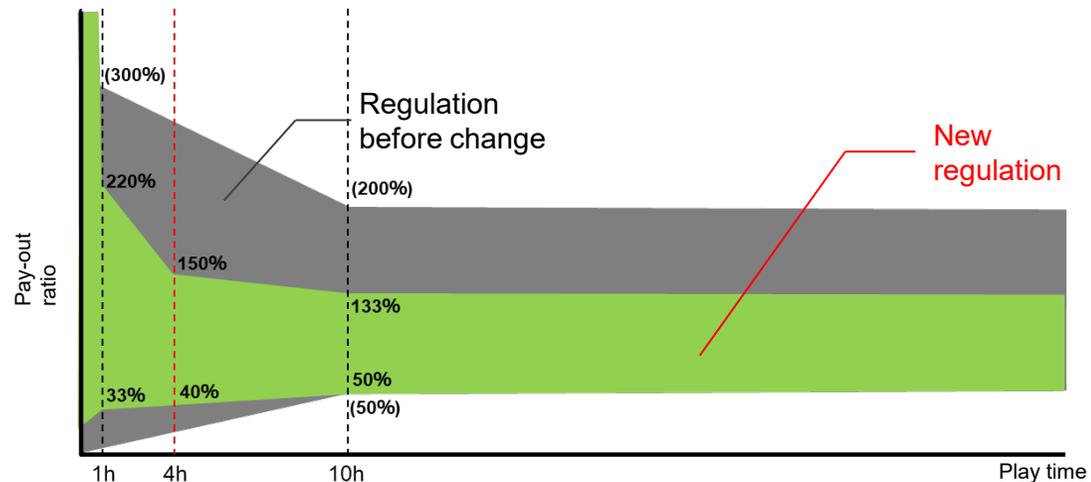
< APPENDIX : Comparisons of pay-out ratio (image) >

【Pachislot】



- ✓ Machines will be transformed to become more playable with the setting of the lower limit of pay-out probability.
- ✓ The introduction of “multi stage payout-ratio” will allow broader ways to play.

【Pachinko】



$$\text{Pay-out ratio} = \frac{\text{Balls and medals payed out}}{\text{Balls and medals used}}$$

< APPENDIX : Overview of revisions to regulations >

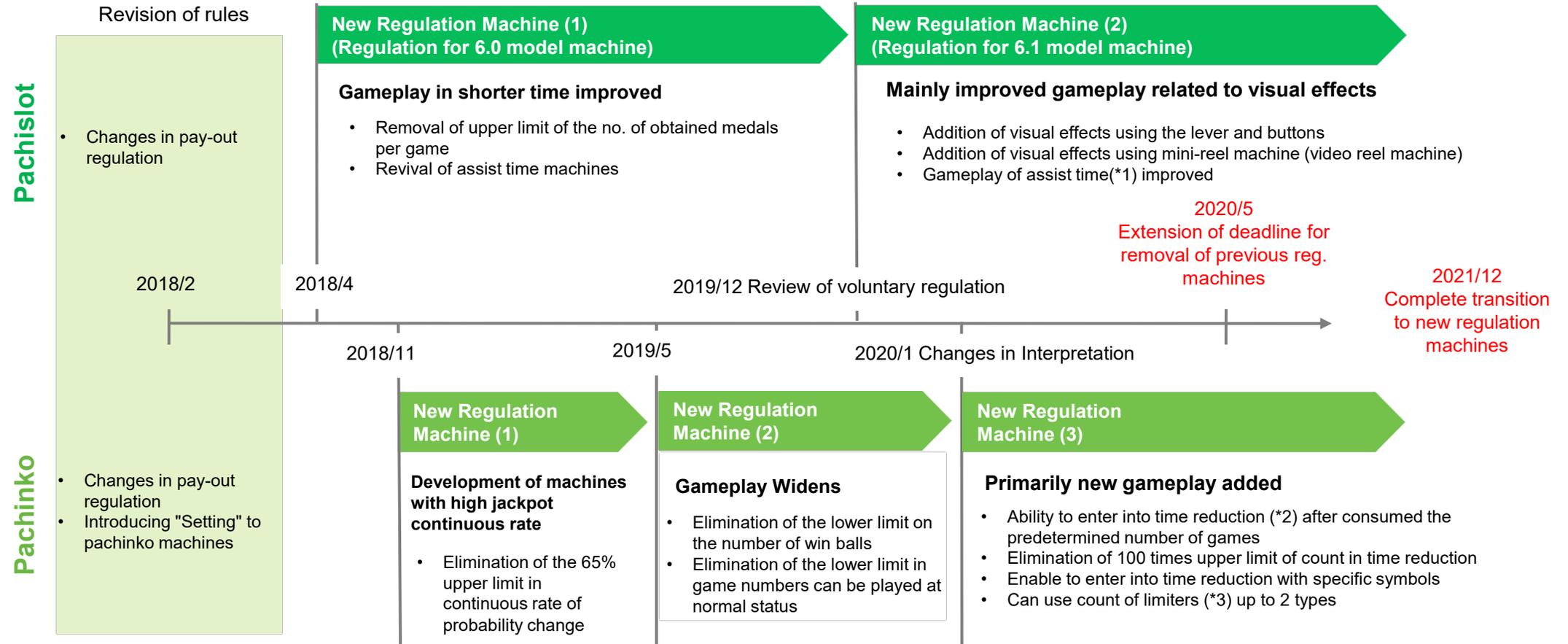
【Pachislot】

G=Games

Content	Test				Multi stage payout-ratio	Number of pay-out medals when hitting a jackpot (Upper limit)
	400G	1,600G	6,000G	17,500G		
Regulation before change	Less than 300%	–	Less than 150%	Over 55% and less than 120%	Up to 6 stages	480
New regulation	Over 33% and less than 220%	Over 40% and less than 150%	Over 50% and less than 126%	Over 60% and less than 115%	Up to 6 stages	300

【Pachinko】

Content	Test			Multi stage payout-ratio	Number of pay-out balls when hitting a jackpot (Upper limit)
	1 hour	4 hours	10 hours		
Regulation before change	Less than 300%	–	Over 50% and less than 200%	–	2,400
New regulation	Over 33% and less than 220%	Over 40% and less than 150%	Over 50% and less than 133%	Up to 6 stages	1,500



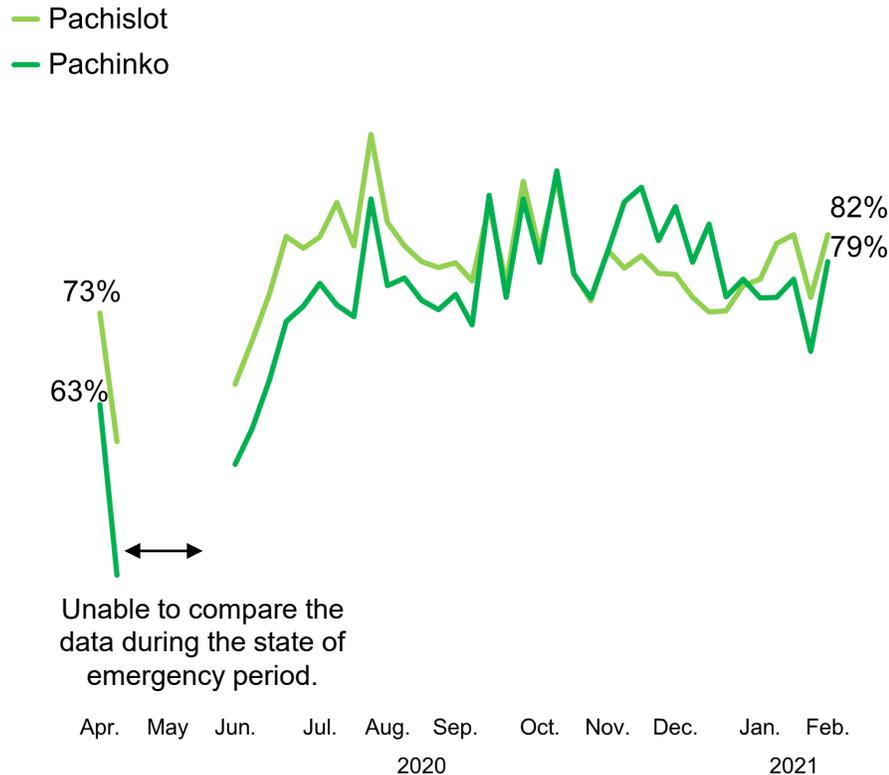
*1: AT=assist time

*2: Time reduction = Function to play games efficiently without greatly reducing the number of balls.

*3: Limiter = one of the functions in probability change, refers to the function of the probability change ends when the predetermined number of jackpots times consumed.

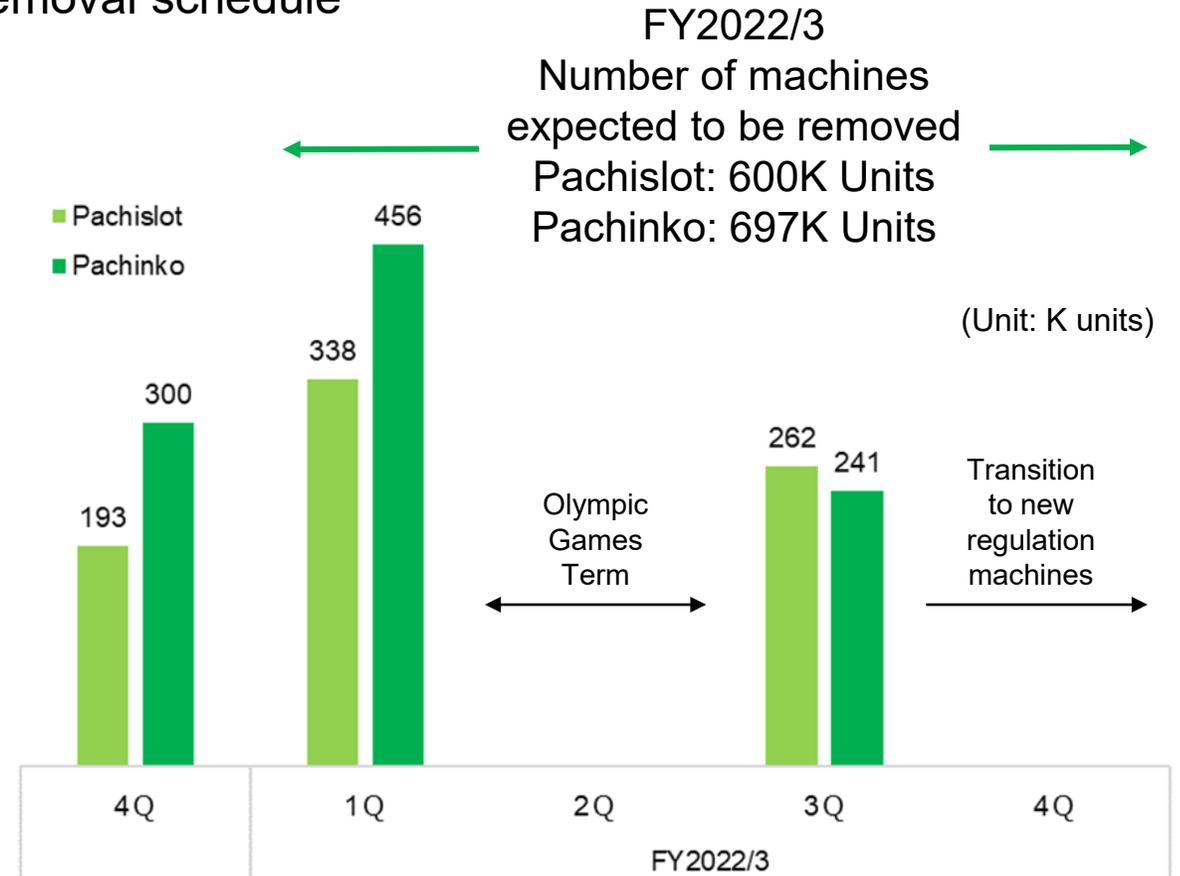
- ✓ Replacement accelerated from January 2021 due to the arrival of previous regulation machines' deadline for removal

YoY comparison of average utilization rate of Pachislot and Pachinko



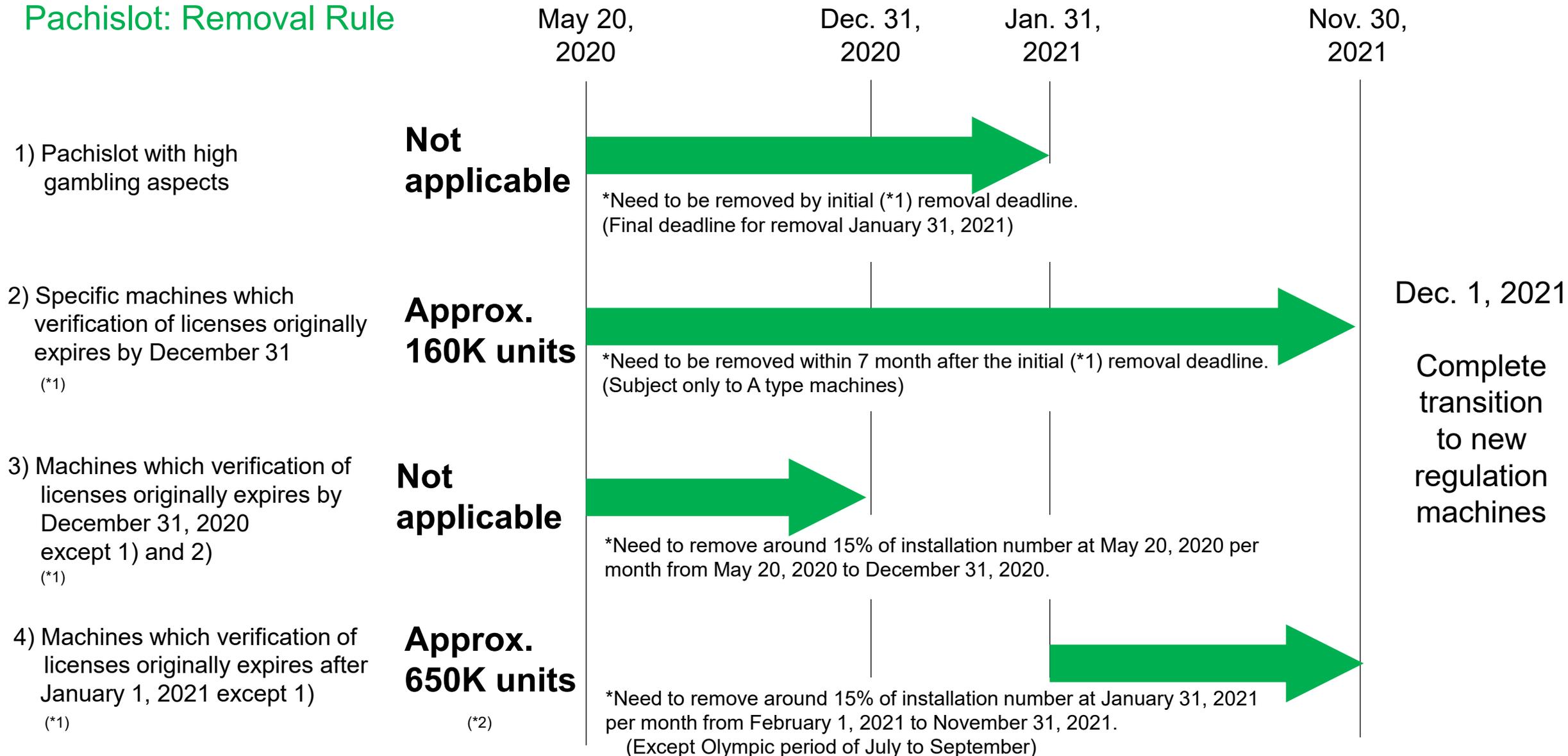
*In-house estimation based on DK-SIS data (Data for 4 yen Pachinko and 20 yen Pachislot) of Daikoku Electronic Co., Ltd

Removal schedule



*In-house estimates as of the end of January 2021

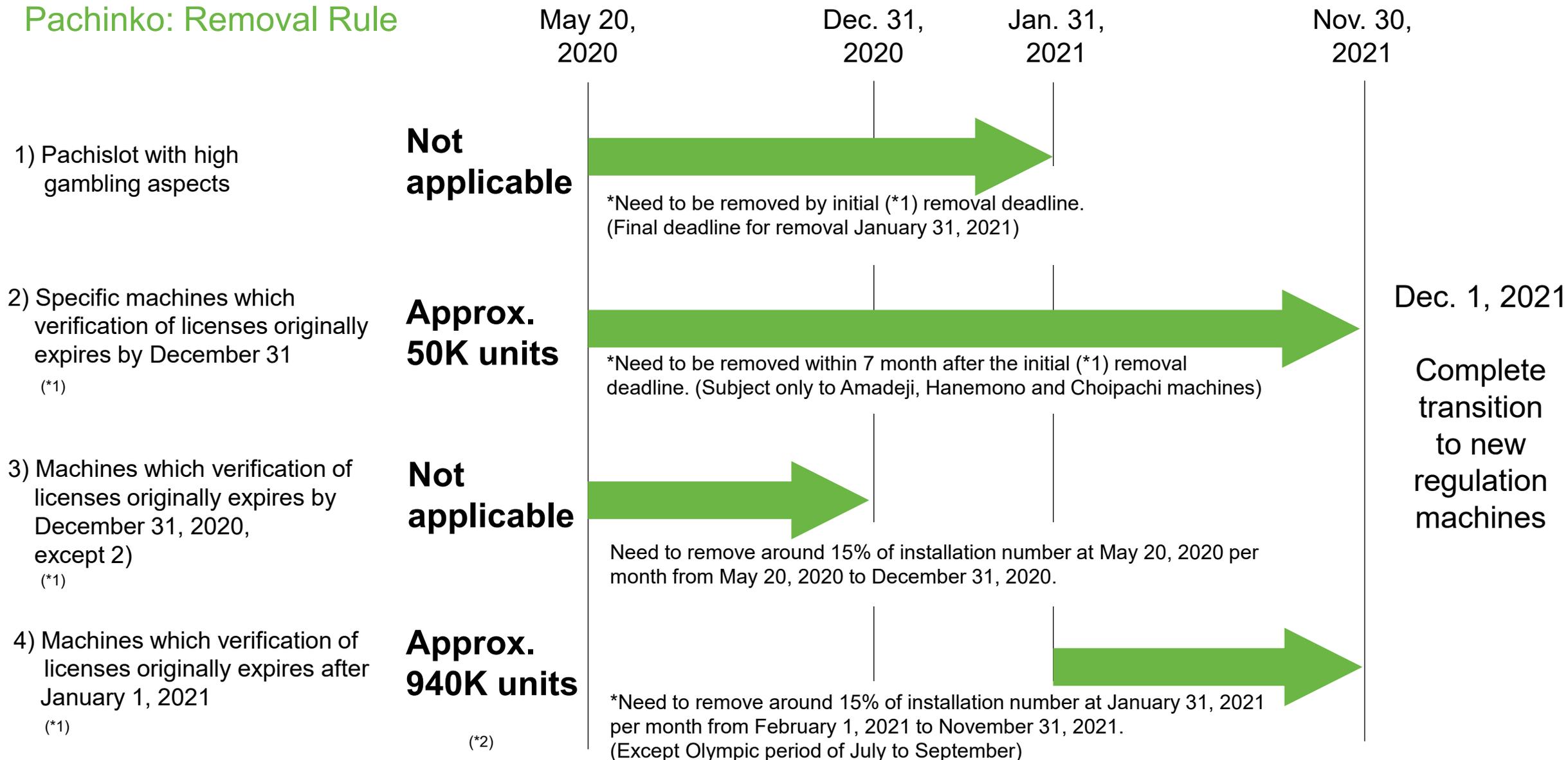
Pachislot: Removal Rule



*1 Expiration timing of verification of licenses before the revision of rule on May 20, 2020

*2 Number of unit to be removed are in-house estimation as of end of January,

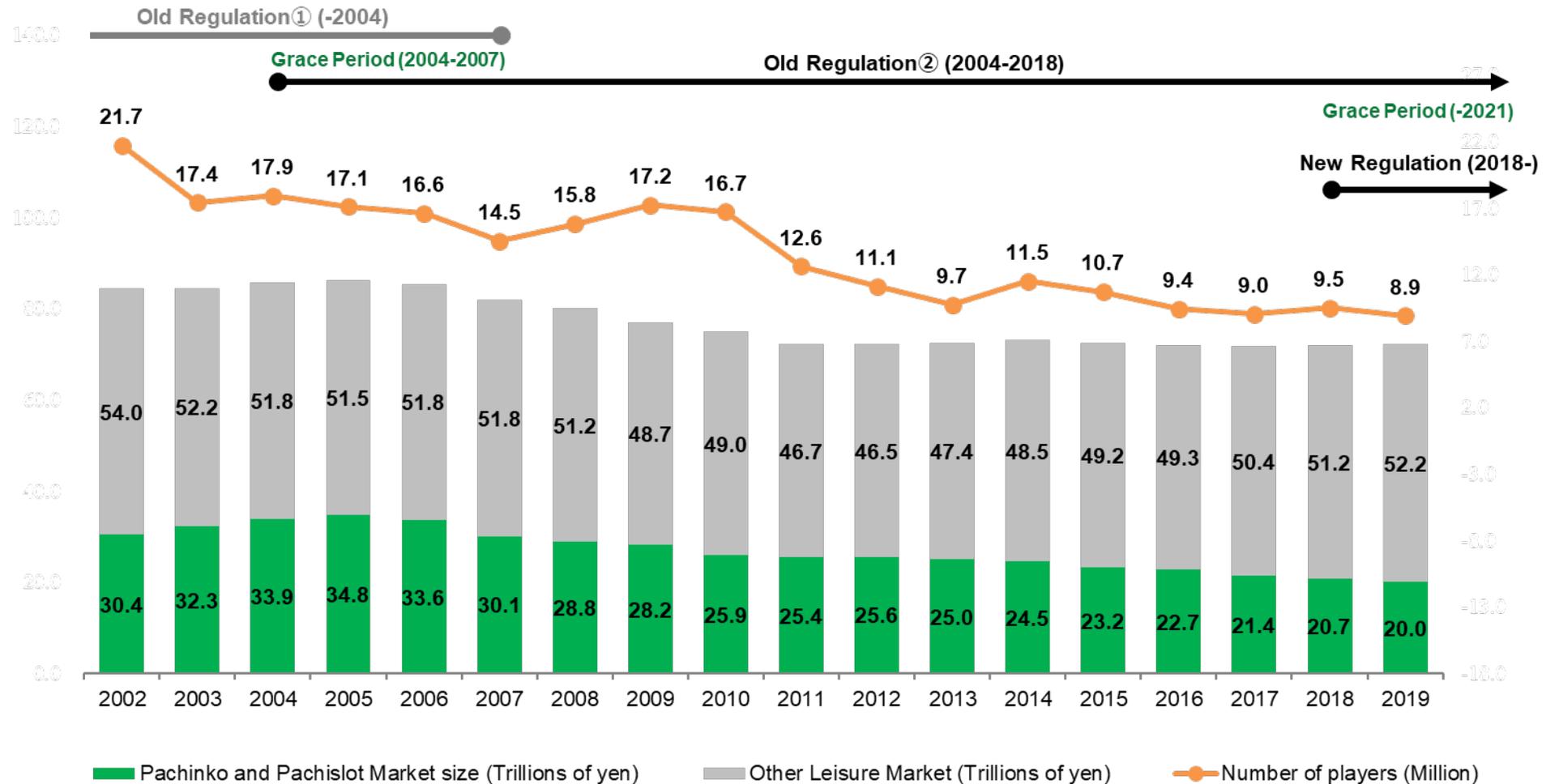
Pachinko: Removal Rule



*1 Expiration timing of verification of licenses before the revision of rule on May 20, 2020

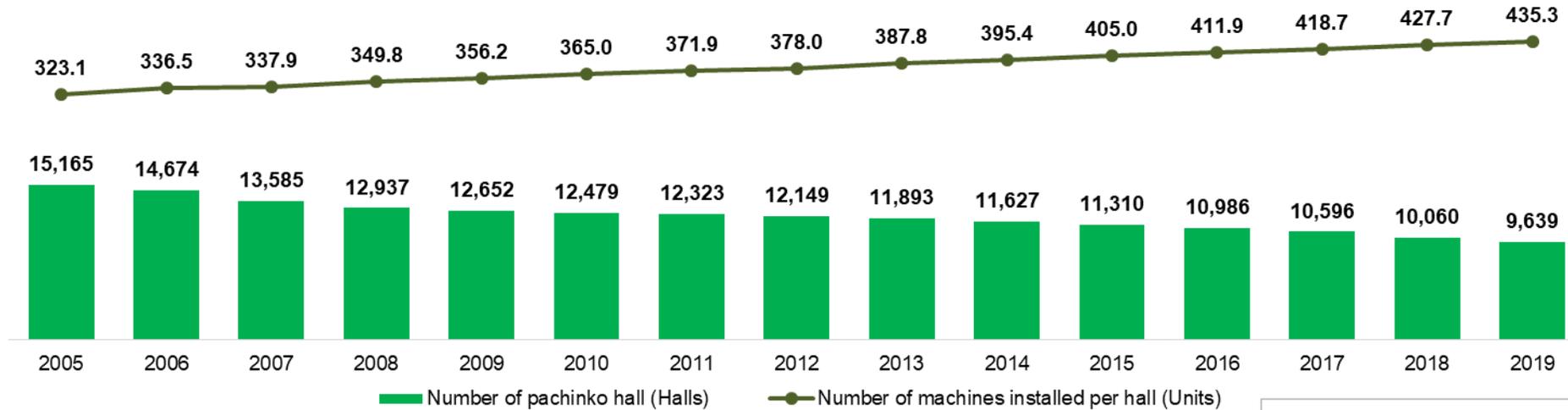
*2 Number of unit to be removed are in-house estimation as of end of January,

Transition of market size and number of players



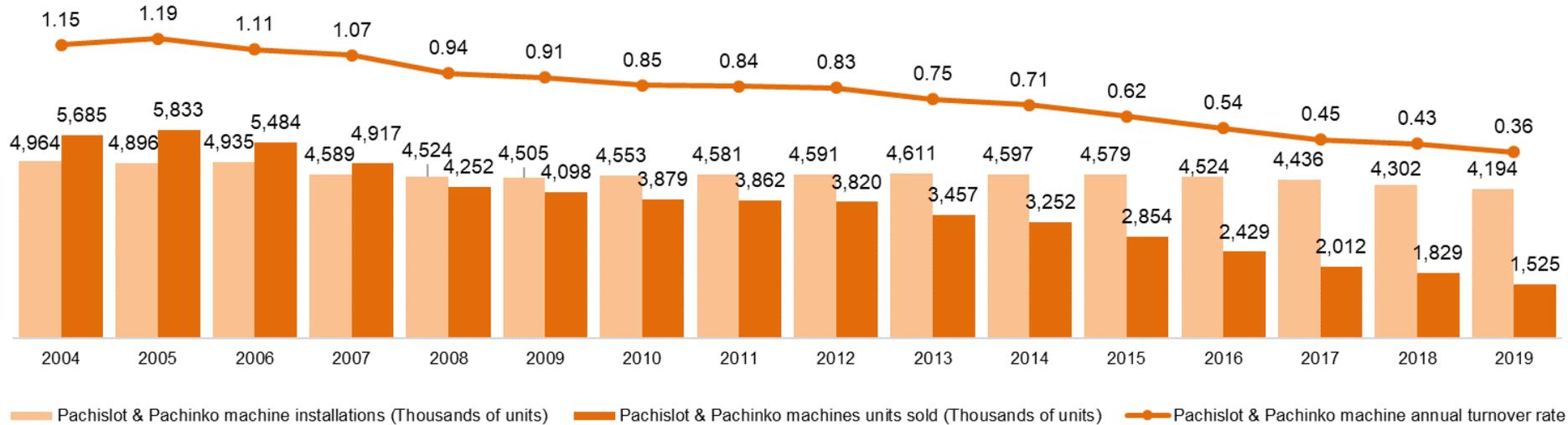
Source: White Paper on Leisure Industry 2019, Japan Productivity Center

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

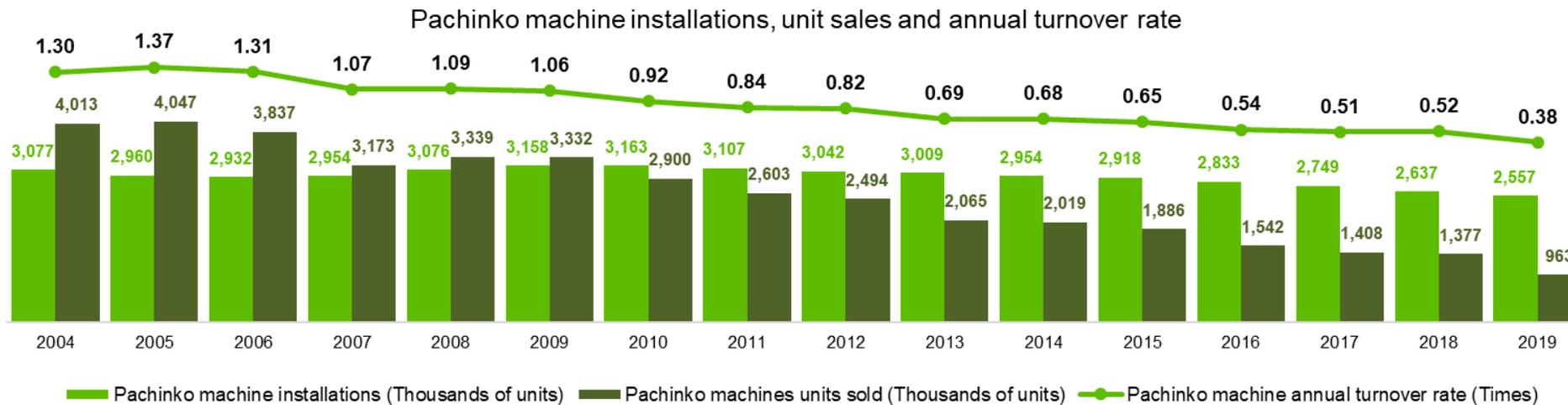
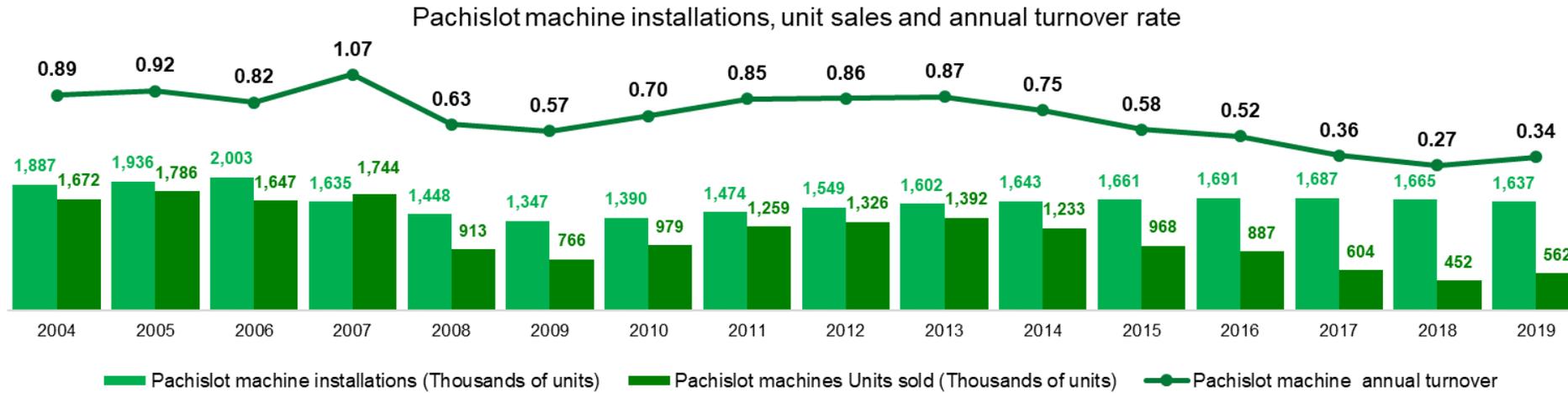


Sources : National Police Agency

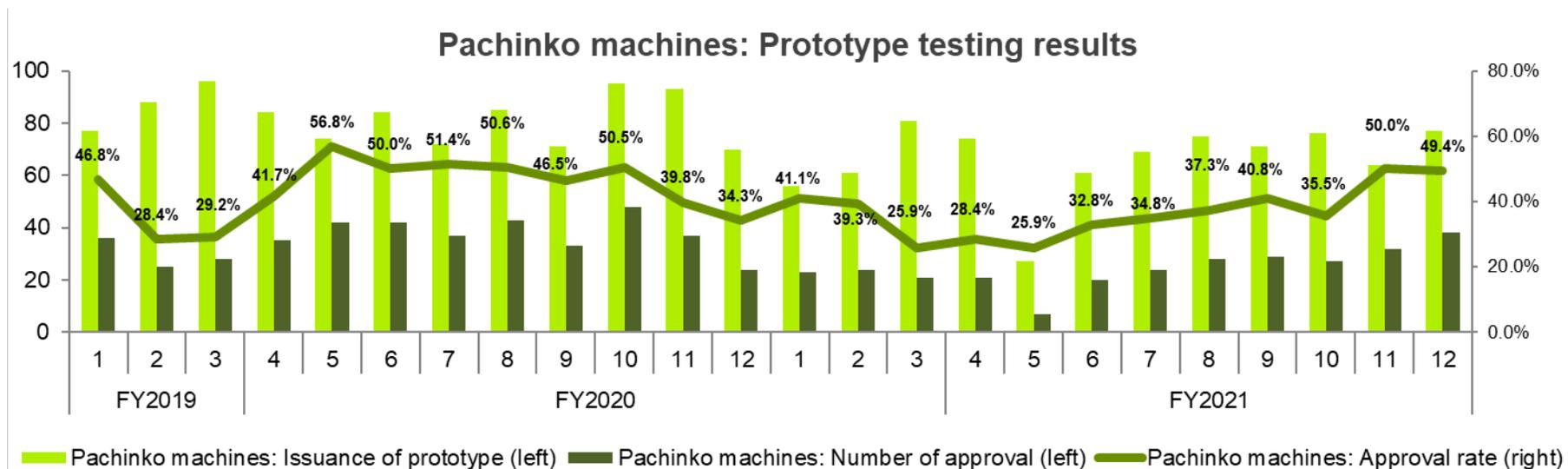
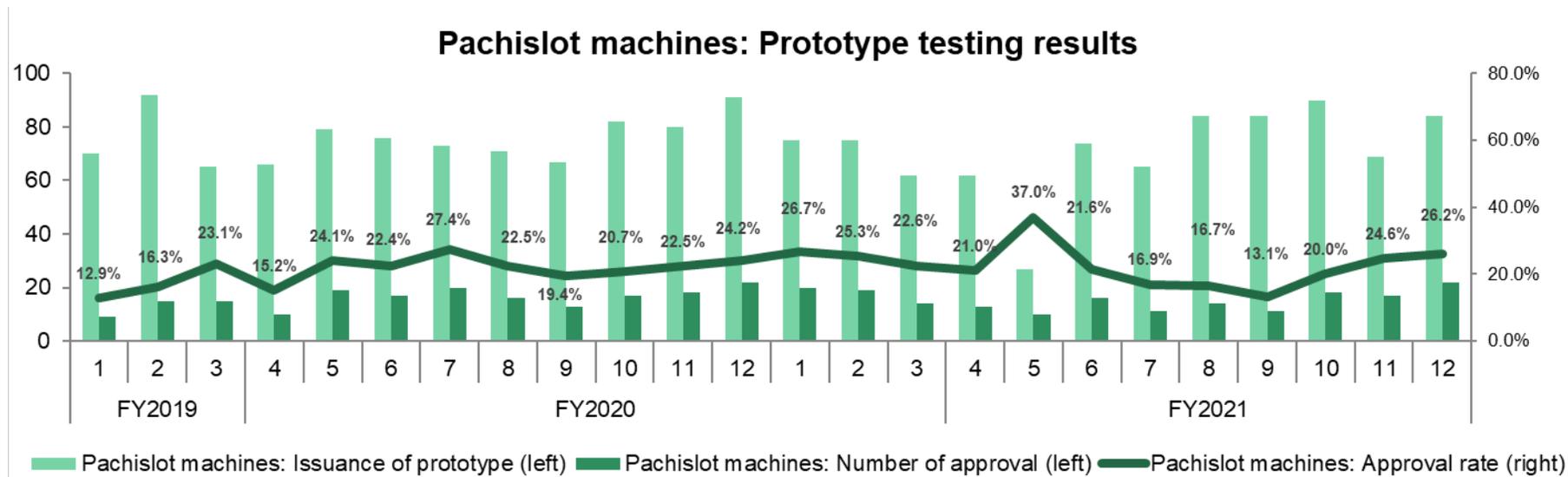
Pachislot & Pachinko machine Installations, Unit sales and Annual turnover



Sources: National Police Agency and Yano research Institute Ltd. (*The data for 2019 are our forecasts)



Sources: National Police Agency and Yano research Institute Ltd. (*The data for 2019 are our forecasts)



Source: Security Communications Association

Share of Annual Pachislot Machine Sales

Rank	2014			2015			2016			2017			2018			2019		
	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share
1	Sammy	207,828	16.8%	UNIVERSAL	165,000	17.0%	Sammy	215,736	24.3%	KITA DENSHI	107,000	17.7%	D company	80,000	17.7%	Sammy	123,336	21.9%
2	UNIVERSAL	205,000	16.6%	Sammy	142,337	14.7%	UNIVERSAL	203,000	22.9%	DAITO	100,000	16.5%	K company	68,000	15.0%	D company	73,000	13.0%
3	DAITO	128,000	10.4%	HEIWA/OLYMPIA	113,997	11.8%	KITA DENSHI	90,500	10.2%	Sammy	85,041	14.1%	Sammy	67,140	14.8%	H company	68,917	12.3%
4	YAMASA	108,000	8.8%	KITA DENSHI	100,000	10.3%	HEIWA/OLYMPIA	80,953	9.1%	UNIVERSAL	43,000	7.1%	H company	47,244	10.4%	U company	59,143	10.5%
5	HEIWA/OLYMPIA	92,763	7.5%	SANKYO	80,125	8.3%	Enterrise	57,000	6.4%	YAMASA	38,000	6.3%	U company	37,365	8.3%	K company	48,000	8.5%

Share of Annual Pachinko Machine Sales

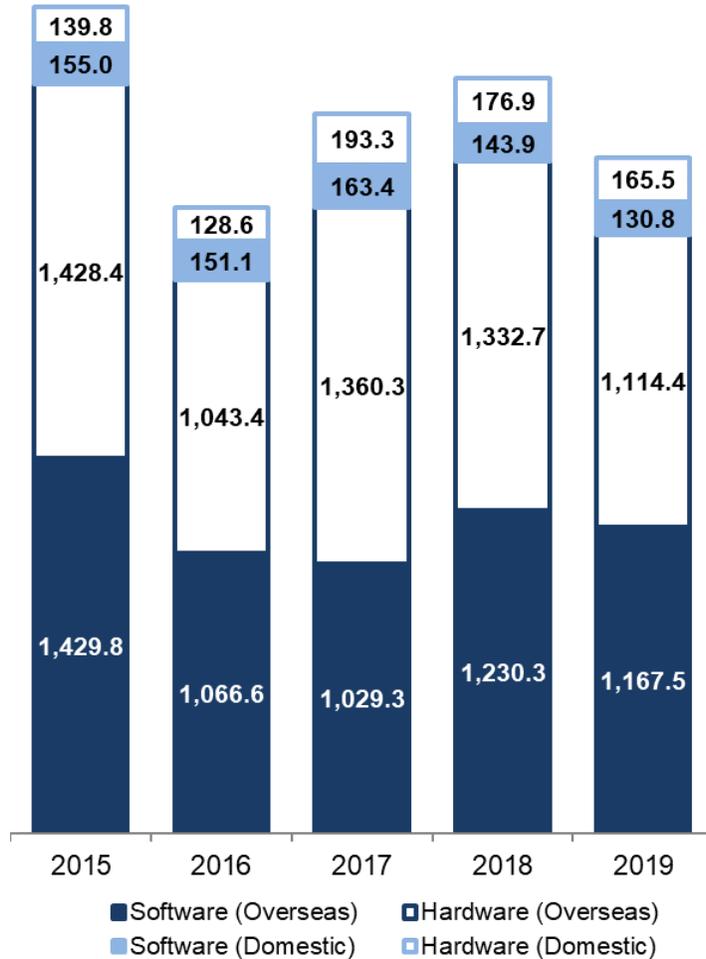
Rank	2014			2015			2016			2017			2018			2019		
	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share	Manufacturer	Units sold	Share
1	SANYO	330,000	16.3%	Sansei R&D	300,000	15.9%	SANYO	306,000	19.8%	SANYO	330,000	23.4%	S company	250,000	18.2%	S company	149,520	15.5%
2	SANKYO	329,892	16.3%	SANKYO	296,346	15.7%	Sansei R&D	209,000	13.5%	SANKYO	171,919	12.2%	S company	196,007	14.2%	N company	120,000	12.5%
3	KYORAKU	308,000	15.3%	SANYO	275,000	14.6%	HEIWA/OLYMPIA	192,761	12.5%	Sammy	140,013	9.9%	K company	192,800	14.0%	K company	106,000	11.0%
4	HEIWA/OLYMPIA	252,103	12.5%	HEIWA/OLYMPIA	234,616	12.4%	SANKYO	172,954	11.2%	KYORAKU	140,000	9.9%	Sammy	159,848	11.6%	S company	106,000	11.0%
5	Sammy	241,425	12.0%	Newgin	220,000	11.7%	Newgin	160,000	10.4%	Sansei R&D	130,000	9.2%	H company	118,880	8.6%	Sammy	104,581	10.9%
6	Sammy	199,014	10.5%	Sammy	138,321	9.0%												

Source: Yano Research Institute Ltd.

*Estimated by Yano Research Institute Ltd. with fiscal years from July of each year through June the following year as criteria

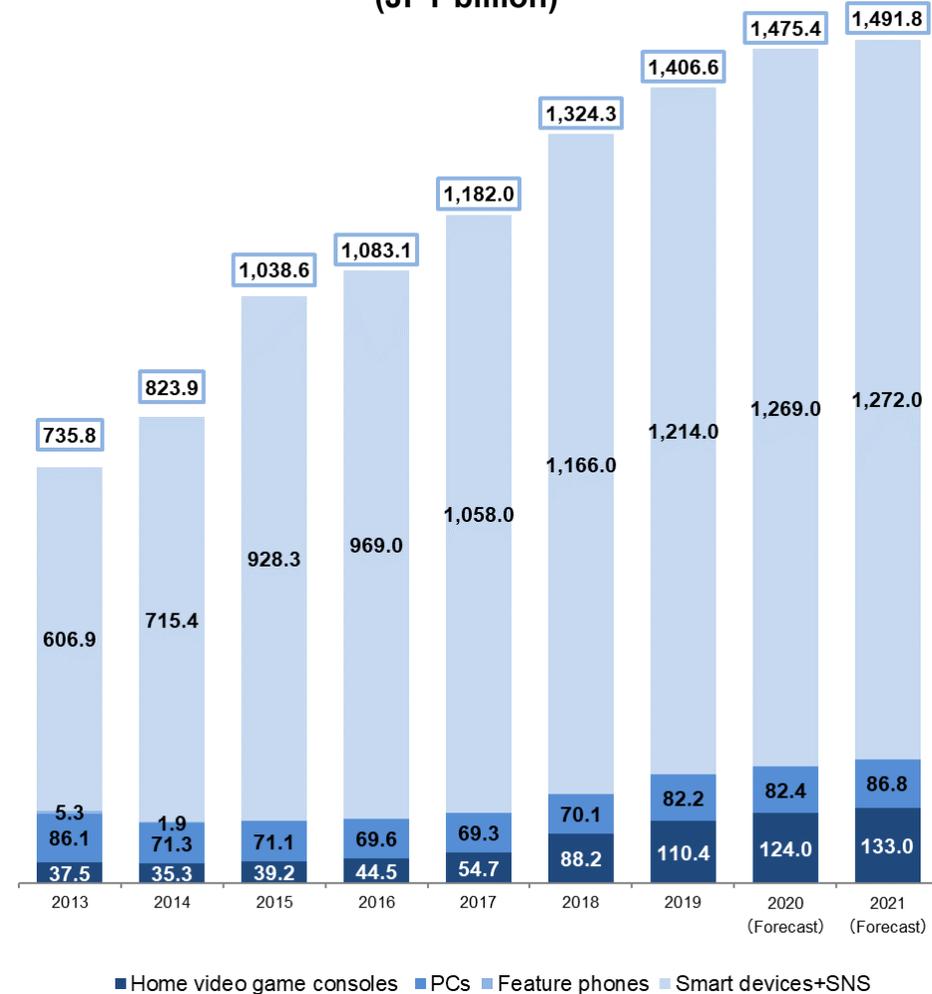
Home Video Game and Online Game Markets Scale

Home Video Games: Overall Shipment Scale (JPY billion)



Source: CESA Games White Paper

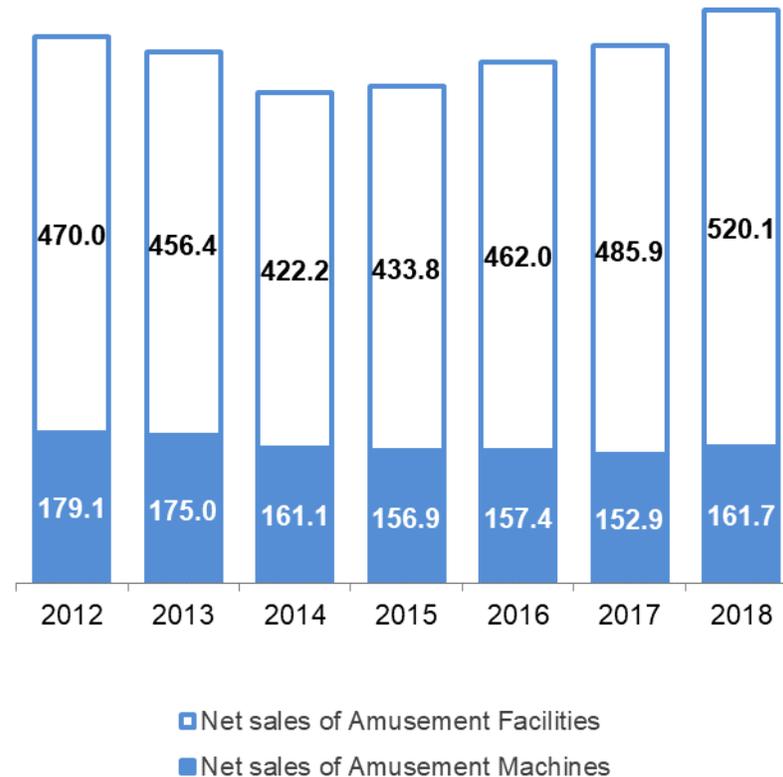
Japan's Market for Game Content with Network Connectivity (JPY billion)



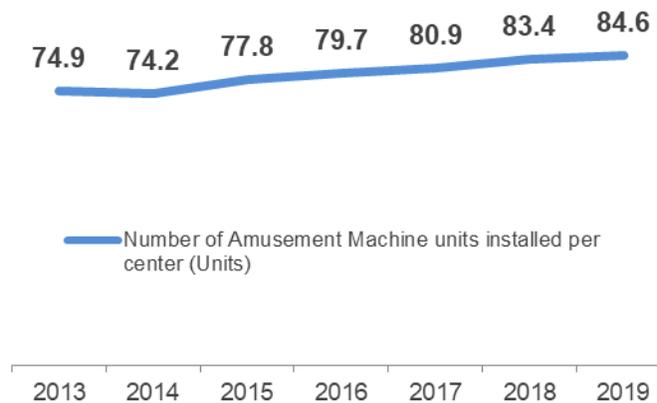
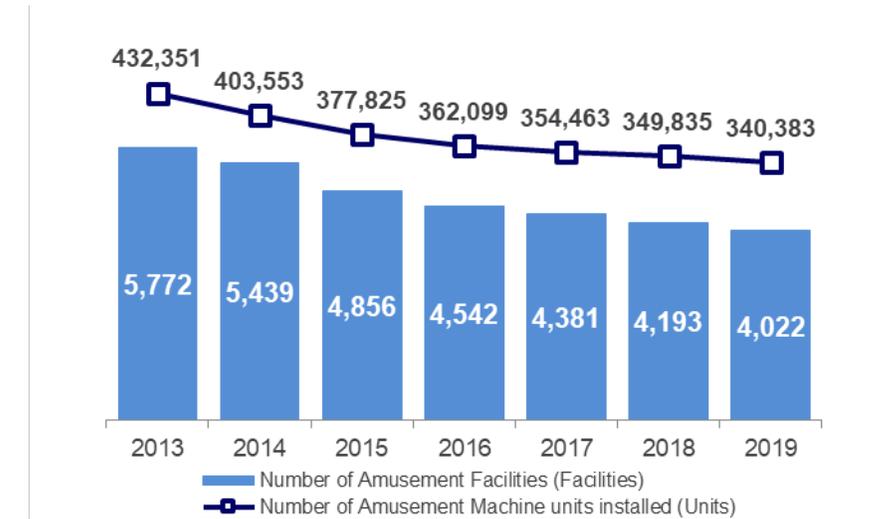
Source: f-ism

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

Past Operating Results①

From FY Ended March 2015~

*The data in this page can be downloaded from following URL.
https://www.segasammy.co.jp/english/ir/library/pdf/settlement/2020/e_202103_3q_transition.xls

(JPY Billion)	FY Ended March 2015	FY Ended March 2016	FY Ended March 2017		FY Ended March 2018		FY Ended March 2019		FY Ended March 2020				FY Ended March 2021		
	Full Year Results	Full Year Results	Results Through 2Q	Full Year Results	Results Through 2Q	Results Through 4Q	Results Through 2Q	Results Through 4Q	Results Through 1Q	Results Through 2Q	Results Through 3Q	Results Through 4Q	Results Through 1Q	Results Through 2Q	Results Through 3Q
Net Sales	366.8	347.9	169.5	366.9	194.7	323.6	171.0	331.6	72.7	165.5	280.8	366.5	48.3	110.2	210.1
Pachislot and Pachinko Machines	152.1	132.7[141.0]*	64.9	148.2	88.3	105.6	58.6	101.4	17.1	44.1[44.2]*	86.2[86.3]*	108.3[108.5]*	2.7	10.7	37.3
Entertainment Contents	199.6	198.8[190.5]*	97.8	205.7	101.5	208.0	107.2	219.6	53.0	115.8[115.7]*	186.2[186.1]*	247.7[247.6]*	45.1	97.0	167.6
Resort	14.9	16.3	6.7	13.0	4.7	9.9	5.1	10.5	2.4	5.5	8.2	10.4	0.4	2.2	4.8
Other / Elimination	-	-	-	-	-	-	-	-	0.0	0.0	0.0	0.0	0.1	0.3	0.4
Operating Income	17.4	17.6	15.3	29.5	26.8	17.7	10.2	13.0	3.4	14.6	28.0	27.6	-3.8	-3.0	13.5
Pachislot and Pachinko Machines	25.7	21.5[20.9]*	10.6	26.3	21.4	11.9	9.6	13.4	1.3[1.0]*	7.8[7.3]*	20.7[19.9]*	24.9[23.2]*	-8.4	-12.0	-8.2
Entertainment Contents	0.0	3.6[4.2]*	9.1	11.1	10.1	14.8	6.1	9.8	4.9[5.2]*	12.7[13.2]*	16.1[17.0]*	14.8[16.5]*	8.1	14.9	29.9
Resort	-2.3	-1.8	-1.3	-2.2	-1.2	-2.5	-1.1	-2.4	-0.8	-1.5	-2.3	-3.6	-1.7	-2.6	-3.1
Other / Elimination	-6.0	-5.7	-3.1	-5.7	-3.4	-6.5	-4.4	-7.8	-2.0	-4.4	-6.6	-8.5	-1.8	-3.3	-5.1
Operating Margin	4.7%	5.1%	9.0%	8.0%	13.8%	5.5%	6.0%	3.9%	4.7%	8.8%	10.0%	7.5%	-	-	6.4%
Non-operating income	2.8	3.1	2.1	3.8	1.8	3.2	1.3	2.1	0.8	1.3	1.8	3.2	0.6	3.2	5.6
Pachislot and Pachinko Machines	-	-	-	-	-	-	-	-	0.1	0.2	0.4	0.7	0.1	0.2	0.3
Entertainment Contents	-	-	-	-	-	-	-	-	0.3	0.3	0.3	1.3	0.2	2.5	4.7
Resort	-	-	-	-	-	-	-	-	0.1	0.2	0.2	0.2	0.0	0.0	0.0
Non-operating expenses	3.4	4.3	2.0	4.8	3.3	6.4	2.3	7.7	1.9	3.3	4.0	5.5	0.8	3.7	6.5
Pachislot and Pachinko Machines	-	-	-	-	-	-	-	-	0.1	0.3	0.8	1.1	0.2	0.6	0.9
Entertainment Contents	-	-	-	-	-	-	-	-	0.6	0.8	1.3	1.6	0.1	0.6	1.4
Resort	-	-	-	-	-	-	-	-	0.9	1.7	1.2	1.9	0.3	2.0	3.5
Ordinary Income	16.8	16.4	15.4	28.5	25.2	14.5	9.1	7.4	2.3	12.6	25.8	25.2	-4.0	-3.5	12.5
Pachislot and Pachinko Machines	-	-	-	-	-	-	-	-	0.9	7.2	19.4	22.7	-8.5	-12.4	-8.7
Entertainment Contents	-	-	-	-	-	-	-	-	4.9	12.8	16.0	16.2	8.2	16.8	33.1
Resort	-	-	-	-	-	-	-	-	-1.6	-3.1	-3.3	-5.3	-2.1	-4.6	-6.6
Other / Elimination	-	-	-	-	-	-	-	-	-1.9	-4.3	-6.3	-8.4	-1.6	-3.3	-5.3
Ordinary Income Margin	4.6%	4.7%	9.1%	7.8%	12.9%	4.5%	5.3%	2.2%	3.2%	7.6%	9.2%	6.9%	-	-	5.9%
Profit attributable to owners of parent	-11.3	5.3	24.2	27.6	17.7	8.9	6.7	2.6	1.7	9.8	22.9	13.7	-3.3	-21.7	-6.2
Net Income Margin	-	1.5%	14.3%	7.5%	9.1%	2.8%	3.9%	0.8%	2.3%	5.9%	8.2%	3.7%	-	-	-

*Net sales of new segment is shown in total amount bases.

*Basis for recording of sales was changed from shipping basis to delivery basis from FY2016/3.

*In line with the change of accounting policy, the figures for new segment reflect the change from FY2015/3 retrospectively.

*Some business has shifted from Entertainment Contents business to Pachinko and Pachislot business and numbers shown in [] are retroactively adjusted figures which reflect such change.

*Number of packaged titles include the number of titles in Asian territory except Japan from FY2017/3.

*Numbers of titles and sales units of Full Game in FY2020/3 results was revised due to the change of subsegment classifications in Entertainment Contents business

Past Operating Results②

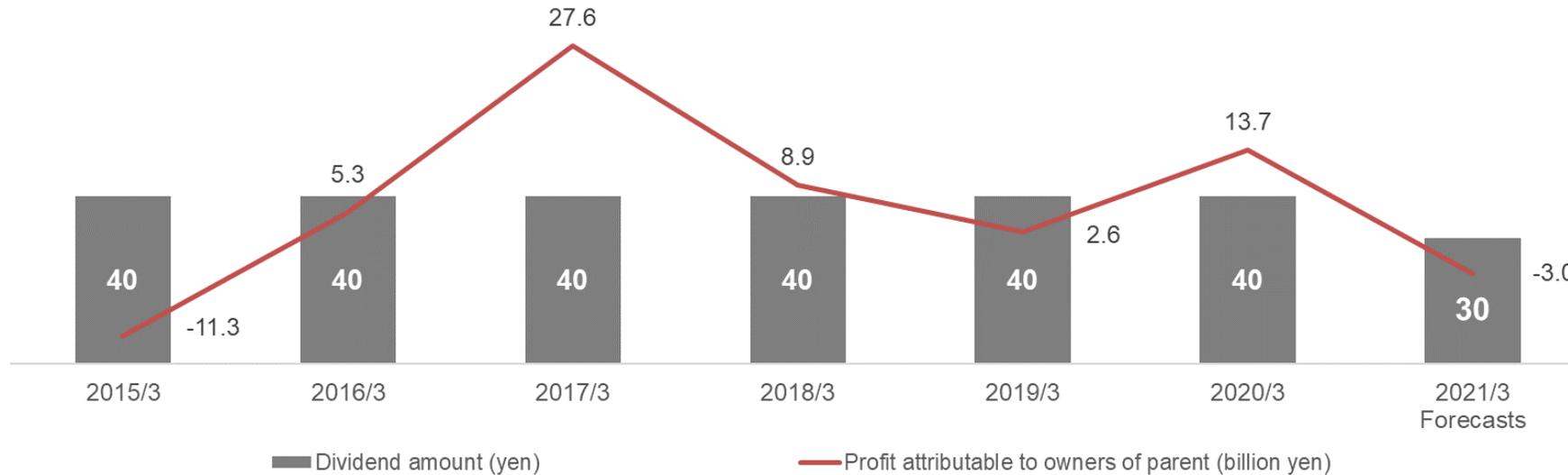
From FY Ended March 2015~

*The data in this page can be downloaded from following URL.
https://www.segasammy.co.jp/english/ir/library/pdf/settlement/2020/e_202103_3q_transition.xls

(JPY Billion)	FY Ended March 2015	FY Ended March 2016	FY Ended March 2017		FY Ended March 2018		FY Ended March 2019		FY Ended March 2020				FY Ended March 2021		
	Full Year Results	Full Year Results	Results Through 2Q	Full Year Results	Results Through 2Q	Results Through 4Q	Results Through 2Q	Results Through 4Q	Results Through 1Q	Results Through 2Q	Results Through 3Q	Results Through 4Q	Results Through 1Q	Results Through 2Q	Results Through 3Q
ROA	-2.2%	1.0%	-	5.2%	-	1.8%	-	0.6%	-	-	-	3.0%	-	-	-
ROE	-3.4%	1.8%	-	9.2%	-	2.9%	-	0.9%	-	-	-	4.6%	-	-	-
Equity Ratio	60.0%	55.3%	-	59.0%	-	65.0%	-	65.1%	-	-	-	64.2%	-	-	-
Cash flows to interest bearing debt ratio	301.9%	798.8%	-	178.6%	-	334.7%	-	520.9%	-	-	-	207.2%	-	-	-
Interest coverage ratio	45.2 times	19.1 times	-	61.4times	-	36.5 times	-	27.3 times	-	-	-	83.6 times	-	-	-
R&D expense / content production expense	67.6	58.0	31.7	67.1	30.7	62.0	30.8	66.6	17.1	33.5	56.4	76.5	14.7	28.3	43.5
Cap-ex	28.7	28.0	13.8	27.0	10.3	24.1	17.8	34.4	5.1	10.5	16.1	22.8	3.6	7.2	11.4
Depreciation	17.6	16.6	7.6	16.3	8.2	16.2	7.4	14.5	3.6	7.3	10.9	14.8	3.6	7.3	9.5
Advertising	19.1	17.9	7.6	14.8	7.8	15.4	8.4	16.0	3.6	8.5	12.9	17.4	2.0	5.6	9.5
# of pachislot titles	6 titles	7 titles	3 titles	10 titles	8 titles	9 titles	1 title	6 titles	0 title	1 title	3 titles	5 titles	0 title	1 title	3 titles
Unit sales	207,830 units	142,337 units	81,895 units	215,736 units	75,380 units	85,041 units	12,853 units	67,140 units	17,930 units	28,360 units	105,860 units	123,336 units	485 units	4,885 units	12,487 units
# of pachinko titles	10 titles	8 titles	3 titles	9 titles	4 titles	5 titles	3 titles	7 titles	2 title	4 titles	5 titles	7 titles	0 title	2 titles	3 titles
Unit sales	241,425 units	199,014 units	75,542 units	138,321 units	119,312 units	140,013 units	117,891 units	159,848 units	16,212 units	66,140 units	75,094 units	104,581 units	177 units	11,342 units	59,359 units
YoY sales comparison of existing amusement centers	100.1%	103.1%	110.8%	108.5%	101.5%	101.9%	104.5%	104.0%	109.0%	103.6%	100.7%	97.7%	27.4%	50.1%	61.4%
No. of domestic amusement centers	198 facilities	194 facilities	189 facilities	191 facilities	189 facilities	189 facilities	189 facilities	190 facilities	191 facilities	192 facilities	195 facilities	192 facilities	195 facilities	193 facilities	193 facilities
# of game software titles	30 titles	29 titles	21 titles	42 titles	16 titles	38 titles	18 titles	31 titles	9 titles	13 titles	26 titles	36 titles	4 titles	6 titles	15 titles
Sales (Thousand units)	12,280	9,220	4,650	10,280	8,650	17,330	11,180	23,440	6,490	12,100	20,570	28,570	12,980	19,080	34,200

Dividend policy

Interim dividends was 10 yen and year-end dividends plan is 20 yen for this fiscal year.



Shareholder Benefits Program

Abolish shareholder benefits program after the delivery to the shareholders who appeared or were recorded in the shareholder register as of September 30, 2020, as a result of careful consideration of the nature of the program as part of our structural reform.

Company Profile

(As of September 30, 2020)

Company Name	SEGA SAMMY HOLDINGS INC.
Address	Sumitomo Fudosan Osaki Garden Tower, 1-1-1 Nishi-Shinagawa, Shinagawa-ku, Tokyo
Established	October 1, 2004
Capital	29.9 billion yen
Number of Employees	9,051 (Consolidated)
Stock Exchange	Tokyo Stock Exchange (Stock Code : 6460)

Managements (As of June 24, 2020)

Chairman and Group CEO, Representative Director	Hajime Satomi
President and Group COO, Representative Director	Haruki Satomi
Senior Executive Vice President, Director of the Board	Naoya Tsurumi
Senior Executive Vice President and Group CFO, Director of the Board	Koichi Fukazawa
Senior Vice President, Director of the Board	Hideo Yoshizawa
Director of the Board (External)	Takeshi Natsuno
Director of the Board (External)	Kohei Katsukawa
Director of the Board (External)	Melanie Brock
Standing Audit & Supervisory Board Member	Shigeru Aoki
Audit & Supervisory Board Member	Yukito Sakaue
Audit & Supervisory Board Member (External)	Mineo Enomoto
Audit & Supervisory Board Member (External)	Kazutaka Okubo
Substitute Audit & Supervisory Board Member (External)	Kazuaki Inaoka

Information on Outstanding Shares

(As of September 30, 2020)

Number of shares authorized for issuance	800,000,000 shares
Total number of shares issued and outstanding	266,229,476 shares
Number of Shareholders	74,385

■Principal Shareholders

Name of Shareholder	Shares Held	Shareholding Ratio (%)
HS Company	35,308,000	13.26
SEGA SAMMY HOLDINGS INC.	31,136,672	11.69
The Master Trust Bank of Japan, Ltd. (Trust account)	14,098,000	5.29
FSC Co., Ltd.	13,682,840	5.13
Custody Bank of Japan, Ltd. (Trust account)	8,685,700	3.26

■Distribution of Shareholders

Financial Institutions	16.37%
Securities Companies	2.30%
Other Companies	21.15%
Foreign Institutions and Individuals	27.87%
Japanese Individuals and Other	20.61%
Treasury Stock	11.70%

*Including the number of share less than 1 unit



<https://www.segasammy.co.jp/english/ir/>

Please visit below websites for products and service information.

<https://www.segasammy.co.jp/english/pr/corp/group/list.html>

(SegaSammy Group Website list)

*** Company / product names in this document are trademarks or registered trademarks of the respective companies.**

Cautionary Statement for Investors and Shareholders with Respect to Nevada Gaming Statutes and Regulations

SEGA SAMMY HOLDINGS INC. ("the Company") is registered with the Nevada Commission as a publicly traded corporation and has been found suitable to directly or indirectly own the stock of SEGA SAMMY CREATION INC., and Sega Sammy Creation USA, Inc., both of which are subsidiaries that have been licensed as manufacturers and distributors of gaming devices in Nevada. Pursuant to Nevada law, the Company's shareholders are subject to the rules and regulations of the Nevada Gaming Authorities. A detailed explanation of Nevada gaming statutes and regulations can be found on the Company's corporate website:

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