GEO Group Shop Monthly Data for FY ending March 31, 2013

Monthly Sales for Retail business and Number of stores for Fiscal Year ending March 31, 2013 (from April 1, 2012 to March 31, 2013)

■Net Sales

Entertainment Media products shop (GEO Shop)

	04/2012	05/2012	06/2012	07/2012	08/2012	09/2012	1st Half	10/2012	11/2012	12/2012	01/2013	02/2013	03/2013	2nd Half	Total
Total sales of DMS	101.6%	106.1%	109.2%	100.3%	101.4%	95.9%	102.2%	101.2%	104.2%	101.2%	96.3%			100.5%	101.4%
Average Sales of existing Stores	96.2%	100.3%	103.5%	95.4%	96.1%	90.9%	96.9%	95.9%	98.7%	95.8%	90.9%			95.1%	96.1%

Reuse materials shop (Second Street, Jumble Store)

	04/2012	05/2012	06/2012	07/2012	08/2012	09/2012	1st Half	10/2012	11/2012	12/2012	01/2013	02/2013	03/2013	2nd Half	Total
Total sales of DMS	107.0%	103.6%	104.6%	106.5%	103.3%	102.4%	104.7%	107.4%	119.5%	98.7%	108.3%			107.9%	106.2%
Average Sales of existing Stores	100.7%	98.6%	98.6%	99.2%	95.6%	94.3%	97.8%	99.7%	112.2%	92.9%	102.0%			101.2%	99.4%

Year-on-year average sales of our existing GEO Shops and the total direct-managed media shop sales were down by 9.1% and 3.7% respectively mainly due to a significant decrease in our new product sales for the month of January 2013. This is not only because there were not enough game software titles launched this month following the previously launched popular game software titles including “Animal Crossing (for 3DS)” and “DmC: Devil May Cry (for PS3)” but also because the sales of "Wii U" did not reach the "3DS" sales which were spurred by the launch of popular software titles compatible for 3DS such as "Monster Hunter 3 Ultimate (for 3DS)" and "Super Mario 3D Land (for 3DS)" last year. Regarding the reuse shop business, year-on-year average sales of our existing reuse shops and the total direct-managed reuse shop sales increased by 2% and 8.3% respectively. Although January 2013 had one fewer weekend, compared to the same month previous year, a successful storewide "New Year Bargain Sale" contributed significantly to the strong reuse performance.

■Number of stores (DMS)

		04/2012	05/2012	06/2012	07/2012	08/2012	09/2012	1st Half change	10/2012	11/2012	12/2012	01/2013	02/2013	03/2013	2nd Half change	Total
month end	Entertainment Media products	962	963	969	979	980	993	37	1,001	1,013	1,019	1,019			26	63
	Reuse materials	285	284	287	290	291	295	14	297	297	301	302			7	21

■Number of stores (FC, Distributor)

		04/2012	05/2012	06/2012	07/2012	08/2012	09/2012	1st Half change	10/2012	11/2012	12/2012	01/2013	02/2013	03/2013	2nd Half change	Total
month end	Entertainment Media products	213	213	210	205	206	205	-2	201	202	204	202			-3	-5
	Reuse materials	42	42	42	41	41	41	-1	43	43	42	41			1	-1

（注）*Monthly Sales in the table above are based on preliminary figures and subject to change going forward.
*Our existing stores are defined as the GEO group stores that have been conducting retail outlet operation for over 12 full months.
*Sales of the rental sector of WAREHOUSE CO., Ltd. that has become a consolidated subsidiary of GEO Corporation since July 2010 and the number of former WAREHOUSE stores are not included in the table above.
*These figures above are not audited by an auditing company.