SEGA SAMMY HOLDINGS

SEGA SAMMY GROUP

May 12, 2017
SEGA SAMMY HOLDINGS INC.

Appendix of Consolidated Financial Statements
Year Ended March 31, 2017

Consolidated Income Statements

(JPY Billion)	FY Ended March 2016		FY Ended March 2017			FY Ending March 2018	
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Full Year Forecasts	YoY Change
Sales	**154.3**	**347.9**	**169.5**	**366.9**	**+5%**	**380.0**	**+4%**
Pachislot and Pachinko Machines	60.9	141.0	64.9	148.2	+5%	150.0	+1%
Entertainment Contents	85.9	190.5	97.8	205.7	+8%	220.0	+7%
Resort	7.4	16.3	6.7	13.0	-20%	10.0	-23%
Operating Income	**5.7**	**17.6**	**15.3**	**29.5**	**+68%**	**20.0**	**-32%**
Pachislot and Pachinko Machines	8.4	20.9	10.6	26.3	+26%	20.0	-24%
Entertainment Contents	1.7	4.2	9.1	11.1	+164%	10.0	-10%
Resort	-1.2	-1.8	-1.3	-2.2	-	-3.0	-
Other / Elimination	-3.2	-5.7	-3.1	-5.7	-	-7.0	-
Operating Income Margin	3.7%	5.1%	9.0%	8.0%	+2.9pt	5.3%	-2.7pt
Ordinary Income	**5.8**	**16.4**	**15.4**	**28.5**	**+74%**	**16.0**	**-44%**
Extraordinary Gain	0.5	1.2	11.9	13.3	-	0.0	-
Extraordinary Loss	2.3	5.6	0.3	8.1	-	0.0	-
Income before income taxes	**4.0**	**12.0**	**27.1**	**33.7**	**+181%**	**16.0**	**-53%**
Profit attributable to owners of parent	**0.9**	**5.3**	**24.2**	**27.6**	**+421%**	**11.0**	**-60%**
Net Income Margin	0.6%	1.5%	14.3%	7.5%	+6.0pt	2.9%	-4.6pt
Dividends per share (JPY)	**20.00**	**40.00**	**20.00**	**40.00**	**-**	**40.00**	**-**
Earnings per share (JPY)	**4.11**	**22.90**	**103.47**	**117.79**	**-**	**46.93**	**-**
Net Assets per share (JPY)	**1,310.36**	**1,257.43**	**1,292.06**	**1,313.06**	**-**	**-**	**-**

Costs and Expenses

(JPY Billion)	FY Ended March 2016		FY Ended March 2017			FY Ending March 2018	
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Full Year Forecasts	YoY Change
R&D Expense / Content Production Expense	**24.7**	**58.0**	**31.7**	**67.1**	**+16%**	**71.0**	**+6%**
Pachislot and Pachinko Machines	10.5	20.0	9.3	**18.8**	-6%	19.3	+3%
Entertainment Contents	14.1	37.7	22.2	**48.1**	+28%	51.7	+7%
Resort	0.1	0.5	0.1	**0.2**	-60%	0.0	-
Other / Elimination	0.0	-0.2	0.1	**0.0**	-	0.0	-
Cap-ex	**12.5**	**28.0**	**13.8**	**27.0**	**-4%**	**24.4**	**-10%**
Pachislot and Pachinko Machines	3.2	6.7	3.0	**5.8**	-13%	5.7	-2%
Entertainment Contents	7.8	16.1	8.0	**16.6**	+3%	16.4	-1%
Resort	1.3	5.0	2.7	**4.5**	-10%	2.3	-49%
Other / Elimination	0.2	0.2	0.1	**0.1**	-	0.0	-
Depreciation	**8.2**	**16.6**	**7.6**	**16.3**	**-2%**	**16.6**	**+2%**
Pachislot and Pachinko Machines	3.2	6.5	3.0	**5.8**	-11%	5.4	-7%
Entertainment Contents	4.3	8.4	3.7	**8.7**	+4%	9.2	+6%
Resort	0.4	1.0	0.5	**1.1**	+10%	1.3	+18%
Other / Elimination	0.3	0.7	0.4	**0.7**	-	0.7	-
Advertising	**9.3**	**17.9**	**7.6**	**14.8**	**-17%**	**20.5**	**+39%**
Pachislot and Pachinko Machines	1.0	2.8	1.2	**2.1**	-25%	5.2	+148%
Entertainment Contents	6.9	13.1	5.0	**10.7**	-18%	13.9	+30%
Resort	0.3	0.6	0.3	**0.5**	-17%	0.2	-60%
Other / Elimination	1.1	1.4	1.1	**1.5**	-	1.2	-

Pachislot and Pachinko Machines Business

(JPY Billion)		FY Ended March 2016		FY Ended March 2017			FY Ending March 2018	
		Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Full Year Forecasts	YoY Change
Sales		**60.9**	**141.0**	**64.9**	**148.2**	**+5%**	**150.0**	**+1%**
	Pachislot	31.0	61.1	31.8	86.2	+41%	63.1	-27%
	Pachinko	23.1	66.8	26.4	48.3	-28%	71.6	+48%
	Other / Elimination	6.8	13.1	6.7	13.7	-	15.3	-
Operating Income		**8.4**	**20.9**	**10.6**	**26.3**	**+26%**	**20.0**	**-24%**
	Operating Income Margin	13.8%	14.8%	16.3%	17.7%	+2.9pt	13.3%	-4.4pt
Pachislot	Number of Titles	**2 titles**	**7 titles**	**3 titles**	**10 titles**	**+3 titles**	**11 titles**	**+1 title**
	Unit Sales	**70,260 units**	**142,337 units**	**81,895 units**	**215,736 units**	**+52%**	**158,000 units**	**-27%**
Pachinko	Number of Titles	**6 titles**	**8 titles**	**3 titles**	**9 titles**	**+1 title**	**7 titles**	**-2 titles**
	Unit Sales	**79,604 units**	**199,014 units**	**75,542 units**	**138,321 units**	**-30%**	**203,000 units**	**+47%**
	Board + Frame	14,617 units	93,863 units	68,175 units	115,227 units	+23%	160,300 units	+39%
	Board	64,987 units	105,151 units	7,367 units	23,094 units	-78%	42,700 units	+85%

* New series of title is counted as one title (Machines launched in the previous fiscal year/change of specification, etc. aren't included).

《FY Ended March 2017 Major titles and number of units sold》

Pachislot		
Title	Unit Sales (Thousands)	Installed From
Pachislot Hokuto No Ken Syura no kuni hen	90	October
Pachislot CODE GEASS Lelouch of the Rebellion R2	25	May
Pachislot BLOOD+ futari no joou	25	September

Pachinko		
Title	Unit Sales (Thousands)	Installed From
Pachinko CR SOUTEN-NO-KEN Tenki	44	August
Pachinko CR Monster Hunter 4	15	November
Pachinko CR Shin Hokuto Muso 219Ver.	13	December

Entertainment Contents Business

(JPY Billion)	FY Ended March 2016		FY Ended March 2017			FY Ending March 2018	
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Full Year Forecasts	YoY Change
Sales	**85.9**	**190.5**	**97.8**	**205.7**	**+8%**	**220.0**	**+7%**
Digital Games	21.5	45.6	23.0	47.3	+4%	59.0	+25%
Packaged Games	14.6	42.3	23.0	47.1	+11%	51.5	+9%
Amusement Machine Sales	20.6	41.9	22.5	49.4	+18%	43.5	-12%
Amusement Center Operations	18.9	38.0	19.0	37.2	-2%	38.0	+2%
Animation / Toy	9.5	21.2	9.4	22.7	+7%	24.5	+8%
Other / Elimination	0.8	1.5	0.9	2.0	-	3.5	-
Operating Income	**1.7**	**4.2**	**9.1**	**11.1**	**+164%**	**10.0**	**-10%**
Digital Games	0.9	-0.4	3.8	4.9	-	7.3	+49%
Packaged Games	-0.9	2.4	2.7	2.6	+8%	3.2	+23%
Amusement Machine Sales	0.2	-0.1	0.8	1.7	-	-0.4	-
Amusement Center Operations	1.3	1.8	2.0	2.2	+22%	1.7	-23%
Animation / Toy	0.0	0.6	0.1	1.2	+100%	1.5	+25%
Other / Elimination	0.2	-0.1	-0.3	-1.5	-	-3.3	-
Operating Income Margin	2.0%	2.2%	9.3%	5.4%	+3.2pt	4.5%	-0.9pt
Packaged Games Number of Titles	**12 titles**	**29 titles**	**14 titles**	**26 titles**	**-3 titles**	**21 titles**	**-5 titles**
Domestic	4 titles	14 titles	3 titles	9 titles	-5 titles	11 titles	+2 titles
Overseas	8 titles	15 titles	11 titles	17 titles	+2 titles	10 titles	-7 titles
Packaged Games Sales in Units (Thousands)	**3,280**	**9,220**	**4,650**	**10,280**	**+11%**	**11,600**	**+13%**
Domestic	430	1,740	1,000	1,850	+6%	2,000	+8%
New title	260	1,330	850	1,500	+13%	1,770	+18%
Repeat title	170	410	150	350	-15%	230	-34%
Overseas	2,850	7,480	3,650	8,430	+13%	9,600	+14%
New title	300	1,310	1,690	3,740	+185%	5,810	+55%
Repeat title	2,550	6,170	1,960	4,690	-24%	3,790	-19%
Domestic Facilities	**198**	**194**	**189**	**191**	**-**	**190**	**-**
Same Store Sales Comparisons	**102.2%**	**103.1%**	**110.8%**	**108.5%**	**+5.4pt**	**101.3%**	**-7.2pt**

Entertainment Contents Business

《 Major Index / Digital Games (Digital Overall) 》

		FY Ended March 2016				FY Ended March 2017			
		1Q Results	2Q Results	3Q Results	4Q Results	1Q Results	2Q Results	3Q Results	4Q Results
Sales（JPY Billion）		10.4	11.1	11.5	12.6	12.0	11.0	12.0	12.3
Domestic	Average MAU(Thousands, 3 months average)*1	4,430	6,400	5,120	6,600	4,640	3,690	4,140	4,560
	ARPMAU (JPY) *2	1,840	1,604	1,739	1,630	2,038	2,771	2,568	2,327
	Share of sales for top 3 titles *3	52.5%	48.6%	52.2%	58.4%	68.4%	70.3%	67.6%	64.6%
Overseas	Composition ratio of sales	14.3%	10.1%	17.6%	12.9%	19.5%	8.6%	10.5%	11.1%
Other indicators	Number of Titles	35	39	41	35	34	30	28	27
	Ratio of advertising expense to net sales *4	17.9%	18.6%	15.1%	11.3%	6.5%	7.9%	10.2%	9.2%
	Noah Pass Average MAU(Thousands, 3 months average)*5	11,020	11,400	12,940	12,330	12,360	11,800	11,960	11,400
Accumulated Downloads (Thousands) *6		26,890	25,070	44,070	27,430	22,320	32,650	33,370	30,040
	Domestic	7,220	3,860	4,770	2,330	2,860	4,720	8,230	9,410
	Overseas	19,670	21,210	39,300	25,100	19,460	27,930	25,140	20,630

Only free-to-play titles are covered for the calculation of Number of titles under service, Domestic MAU, Domestic ARP MAU and Number of downloads. (Pay-to-play models are not included.)
*1. Average MAU (Monthly Active Users) over 3 months
*2. Calculated from dividing sales by MAU (Monthly Active Users)
*3. Sales percentage for top 3 titles in sales
*4. As of the last day of each quarter
*5. Noah pass is a marketing support tool for smart devices; the counting method for MAU (Monthly Active Users) has been changed since FY 2016 2Q.
*6. We've made a correction to the FY2017 3Q number of downloads.

Resort Business

(JPY Billion)	FY Ended March 2016		FY Ended March 2017			FY Ending March 2018	
	Results Through 2Q	Full Year Results	Results Through 2Q	Full Year Results	YoY Change	Full Year Forecasts	YoY Change
Sales	7.4	16.3	6.7	13.0	-20%	10.0	-23%
Operating Income	-1.2	-1.8	-1.3	-2.2	-	-3.0	-
＜PHOENIX RESORT＞							
Sales	4.2	9.0	3.5	8.4	-7%	10.0	+19%
Operating Income	-0.2	-0.1	-0.7	-0.8	-	0.0	-
Number of facility users (thousand people)	299	597	259	561	-6%	651	+16%
3 accommodation facilities	145	297	134	293	-1%	332	+13%
2 golf courses	42	92	39	87	-5%	100	+15%
Other facilities	111	207	85	181	-13%	218	+20%
＜PARADISE SEGASAMMY *＞							
Sales (Billion KRW)	51	95	46	95	-	-	-
Operating Income (Billion KRW)	8	10	3	-0	-	-	-
Number of visitors (Thousands)	24	48	24	57	+19%	-	-

* Figures for PARADISE SEGASAMMY are recorded with three months delay.

* 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.