

Fiscal Year Ending March 2022

Q1 Results Presentation

2021/8/6

Disclaimer

Market forecasts, operating results forecast and other information contained in this material are based on judgements and projections of the Company's managements based on 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.

01

FY2022/3 Q1 Results / Full Year Forecast

Total

- Steady start centered on the Entertainment Contents business
- Closely monitor the external environment, including COVID-19 and the worldwide shortage of semiconductors.

Entertainment Contents

- Strong overall, including the Consumer and Amusement Machine Sales areas.

Pachislot and Pachinko Machines

- Improved profitability due to cost reduction effects.

Resort

- Submitted RFP proposal for Yokohama City's public offering.

Results Highlights

(Billion yen)	2021/3		2022/3	
	Q1	Through Q4	Q1	Full Year Forecast
Sales	48.3	277.7	59.4	312.0
Entertainment Contents	45.1	217.8	47.4	213.0
Pachislot and Pachinko Machines	2.7	53.1	10.3	89.0
Resort	0.4	6.3	1.5	9.5
Other / Elimination	0.1	0.5	0.2	0.5
Operating Income	-3.8	6.5	3.8	20.0
Entertainment Contents	8.1	27.9	8.4	23.0
Pachislot and Pachinko Machines	-8.4	-10.6	-1.6	9.0
Resort	-1.7	-4.1	-1.1	-3.0
Other / Elimination	-1.8	-6.7	-1.9	-9.0
Non-operating income	0.6	2.8	0.7	3.0
Non-operating expenses	0.8	7.6	1.1	3.0
Ordinary Income	-4.0	1.7	3.4	20.0
Entertainment Contents	8.2	27.9	8.5	25.0
Pachislot and Pachinko Machines	-8.5	-11.3	-1.4	9.0
Resort	-2.1	-8.9	-1.9	-5.0
Other / Elimination	-1.6	-6.0	-1.8	-9.0
Ordinary Income Margin	-	0.6%	5.7%	6.4%
Extraordinary income	0.2	28.8	0.0	-
Extraordinary losses	2.5	40.3	0.2	-
Income before income taxes	-6.4	-9.8	3.2	20.0
Profit attributable to owners of parent	-3.3	1.2	2.9	14.0
ROE	-	0.4%	-	-
Dividends per share (JPY)	-	30.00	-	40.00
Earnings per share (JPY)	-14.04	5.42	12.51	59.55
Net Assets per share (JPY)	1,219.49	1,236.82	1,220.35	-

FY2022/3 Q1 Results

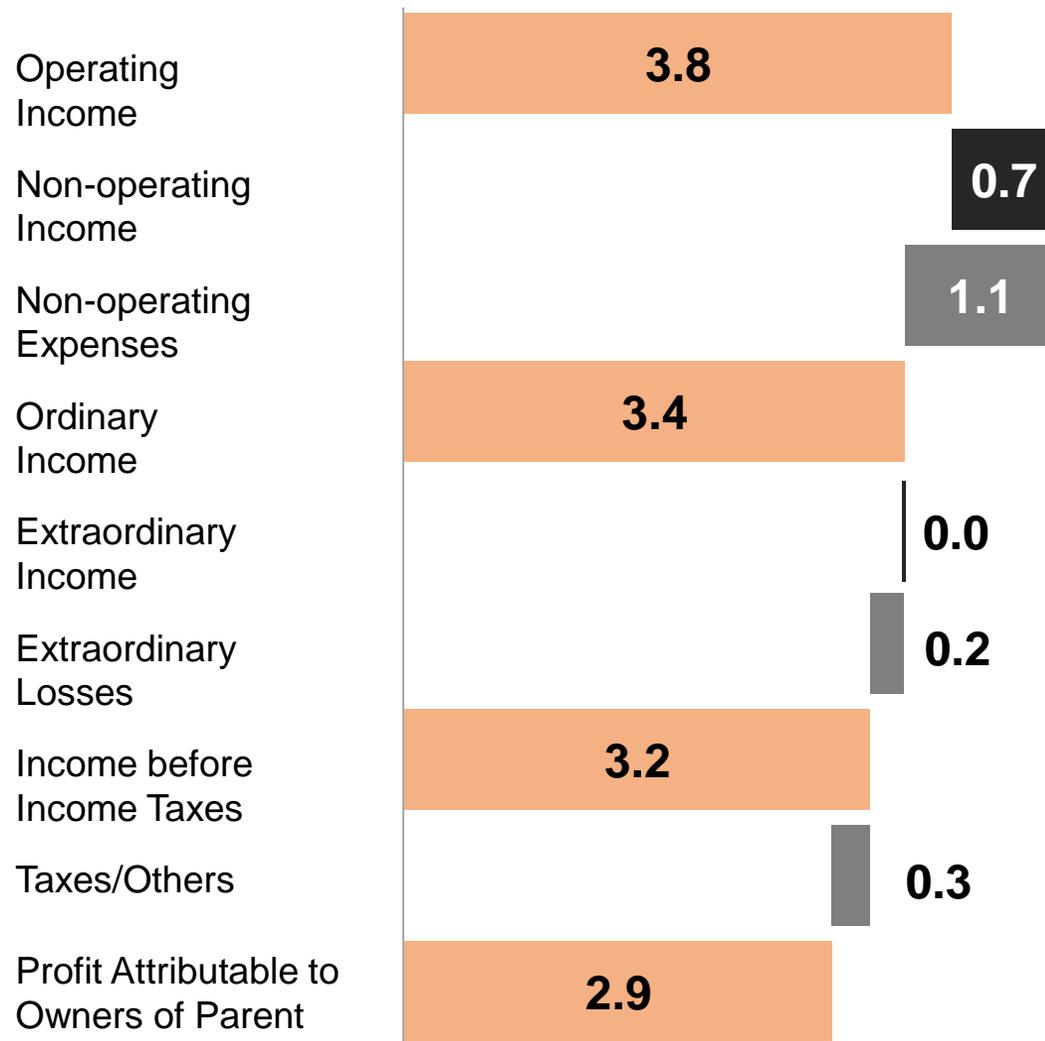
- Steady start centered on the Consumer and Amusement Machine Sales areas.
- Significant improvement in profitability compared to the previous fiscal year, which was significantly affected by COVID-19.

Forecast

- Planning to launch multiple new titles in the Entertainment Contents and Pachislot and Pachinko Machines Business.

Breakdown of Income (FY2022/3 Q1 Results)

(Unit: billion yen)



Breakdown of non-operating income/expenses and extraordinary income/losses

Non-operating income

Gain on investments in partnership	0.5
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Non-operating expenses

Equity in losses of affiliates	0.6
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Extraordinary losses

Impairment losses	0.1
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Costs and Expenses

■ Entertainment Contents

(Billion yen)	2020/3				2021/3				2022/3	2022/3 Full Year (Plan)
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	
R&D / Content production expenses	12.8	11.9	17.6	16.3	9.2	9.8	11.8	14.7	9.9	57.9
Advertising expenses	3.0	3.4	3.8	3.9	1.7	2.8	3.3	3.7	2.2	16.7
Depreciation	2.1	2.1	2.2	2.5	2.2	2.3	0.7	1.5	0.8	3.5
Cap-ex	4.0	4.3	4.6	5.3	2.2	2.8	3.5	1.9	1.5	7.5

- R&D / content production expenses, advertising expenses, etc. started at a low level due to few new titles in Q1.
- Depreciation and Cap-ex decreased due to the deconsolidation of the amusement facilities operation business.

■ Pachislot & Pachinko

(Billion yen)	2020/3				2021/3				2022/3	2022/3 Full Year (Plan)
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	
R&D / Content production expenses	4.3	4.6	5.4	3.8	5.4	3.9	3.3	3.7	3.4	16.2
Advertising expenses	0.2	0.6	0.4	0.3	0.1	0.6	0.3	0.2	0.2	3.0
Depreciation	1.0	0.9	0.9	0.8	0.8	0.9	0.9	0.8	0.5	3.5
Cap-ex	0.9	0.9	0.7	1.0	1.1	0.7	0.7	0.8	1.2	7.2

- Expenses are on a downward trend due to the effects of structural reform.

Costs and Expenses

■ Resort

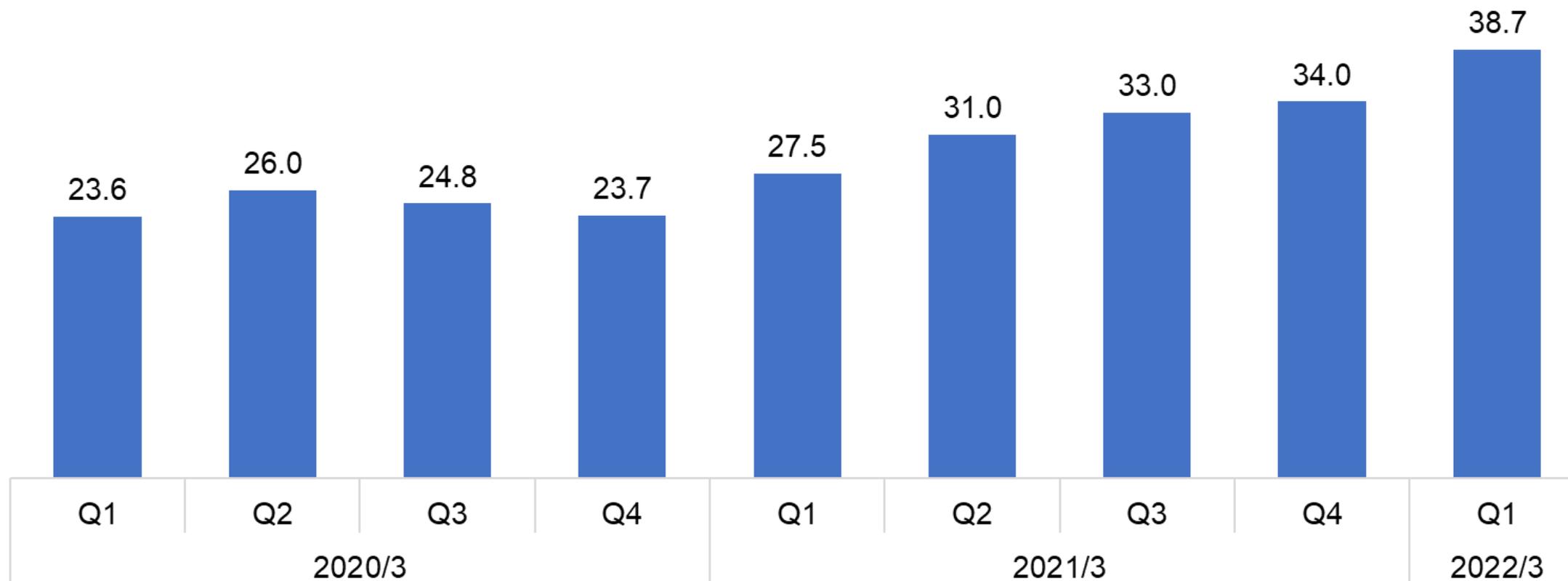
(Billion yen)	2020/3				2021/3				2022/3	2022/3
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Full Year (Plan)
R&D / Content production expenses	0.0	0.0	0.1	0.0	0.0	0.0	0.1	0.1	0.0	0.0
Advertising expenses	0.1	0.1	0.1	0.1	0.0	0.1	0.1	0.0	0.0	0.4
Depreciation	0.2	0.3	0.3	0.3	0.2	0.2	0.3	0.2	0.1	0.8
Cap-ex	0.0	0.1	0.0	0.1	0.0	0.0	0.1	0.0	0.1	0.5

■ Other / Elimination

(Billion yen)	2020/3				2021/3				2022/3	2022/3
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Full Year (Plan)
R&D / Content production expenses	0.0	-0.1	-0.2	0.0	0.1	-0.1	0.0	-0.1	0.1	0.0
Advertising expenses	0.3	0.8	0.1	0.2	0.2	0.1	0.2	0.2	0.4	1.8
Depreciation	0.3	0.4	0.2	0.3	0.4	0.3	0.3	0.1	0.4	1.0
Cap-ex	0.2	0.1	0.3	0.3	0.3	0.1	-0.1	0.4	0.3	0.9

Reference: Trend of balance of content production expenses in B/S (Consumer area)

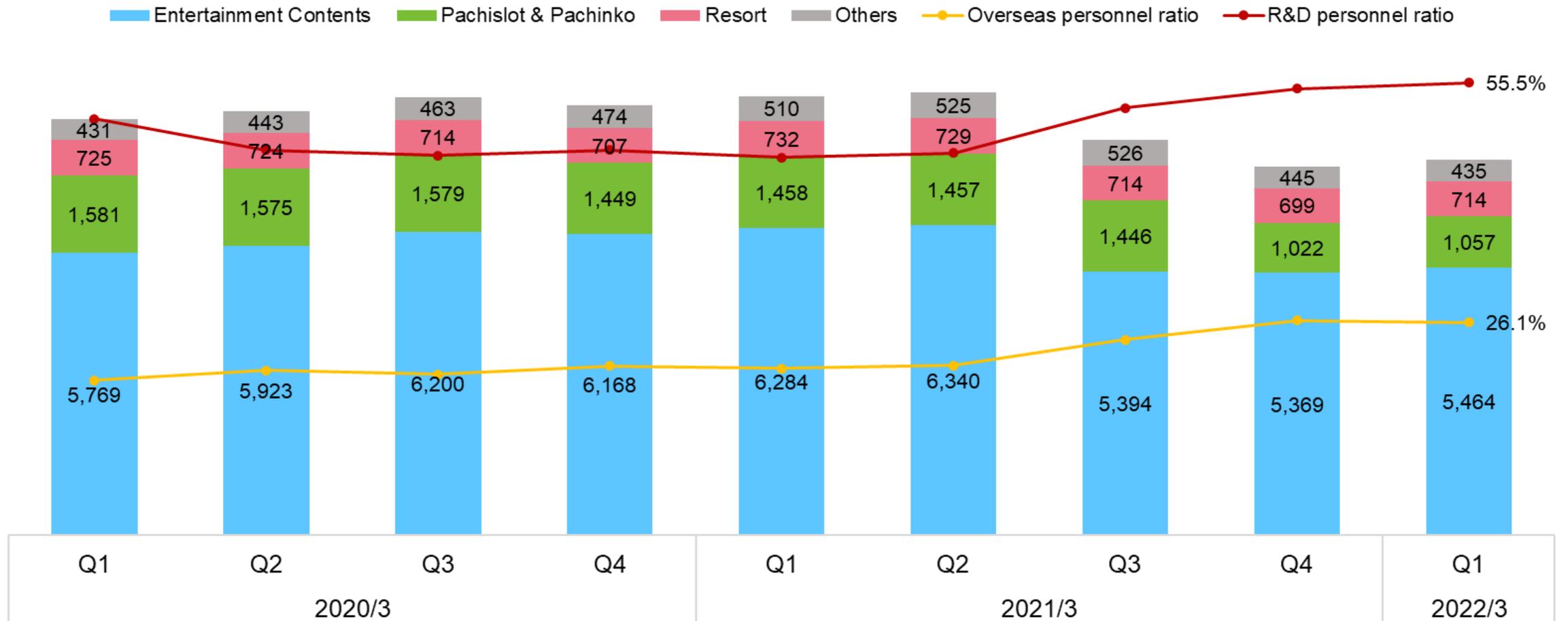
(Unit: billion yen)



*Balance of work in progress R&D expenses of titles before release + Balance of unamortized R&D expenses of released titles

Reference: Trend of No. of Employees by Segment

(Unit: employees)



*No. of employees are the No. of full-time employees and permanent contract employees, and excludes the No. of temporary employees.

Consolidated Balance Sheet Summary



(Billion yen)	【Assets】			【Liabilities and Net Assets】				
	Account	As of end of March 2021	As of end of June 2021	Change	Account	As of end of March 2021	As of end of June 2021	Change
	Cash and Deposits	154.9	123.2	-31.7	Accounts Payable	16.9	17.6	+0.7
	Accounts Receivable	38.1	32.9	-5.2	Other	42.8	34.9	-7.9
	Short term investment securities	0.7	15.5	+14.8				
	Inventories	52.9	61.0	+8.1	Total Current Liabilities	59.7	52.5	-7.2
	Other	29.6	28.5	-1.1	Corporate Bonds	10.0	10.0	-
	Total Current Assets	276.2	261.1	-15.1	Long Term Loans Payable	42.0	42.0	-
	Tangible Fixed Assets	61.6	61.2	-0.4	Other	18.5	18.4	-0.1
	Intangible Fixed Assets	14.9	14.5	-0.4	Total Noncurrent Liabilities	70.5	70.4	-0.1
	Investment Securities	38.3	38.3	-0.0	Total Liabilities	130.3	123.0	-7.3
	Other	30.5	34.9	+4.4	Shareholders Equity	294.9	289.7	-5.2
					Total accumulated other comprehensive income	-4.2	-2.8	+1.4
	Total Noncurrent Assets	145.3	148.9	+3.6	Non-controlling intesrests	0.4	0.2	-0.2
	Total Assets	421.5	410.1	-11.4	Total Net Assets	291.2	287.1	-4.1
					Total Liabilities and Net Assets	421.5	410.1	-11.4

	As of end of March 2021	As of end of June 2021	Change
Cash, deposits and cash equivalents	154.5	138.2	-16.3
Interest bearing debt	52.0	52.0	-
Net cash	102.5	86.2	-16.3
Equity Ratio	69.0%	69.9%	+0.9pt

	Main factors for increase / decrease
(Current Assets)	Cash and deposits decreased due to the payment of dividends and acquisition of securities.
(Non-current Assets)	Increased due to investment in production, etc.
(Liabilities)	Decreased due to reversal of allowance for bonuses.
(Net assets)	Shareholders equity decreased due to the payment of dividends.

02

Entertainment Contents Business

(Billion yen)	2021/3		2022/3	
	Q1	Through Q4	Q1	Full Year Forecast
Sales	45.1	217.8	47.4	213.0
Consumer	32.4	135.7	29.5	140.0
Amusement Machine Sales	5.4	35.7	11.4	43.0
Amusement Center Operations	3.4	21.0	-	-
Animation / Toy	3.4	23.2	5.5	26.5
Other / Elimination	0.4	2.2	1.0	3.5
Operating Income	8.1	27.9	8.4	23.0
Consumer	12.5	31.4	6.5	21.0
Amusement Machine Sales	-1.6	-1.6	1.6	1.7
Amusement Center Operations	-2.0	-1.4	-	-
Animation / Toy	0.0	2.1	0.5	1.8
Other / Elimination	-0.8	-2.6	-0.2	-1.5
Non-operating income	0.2	0.9	0.1	2.4
Non-operating expenses	0.1	1.0	0.1	0.4
Ordinary Income	8.2	27.9	8.5	25.0
Ordinary Income Margin	18.2%	12.8%	17.9%	11.7%

FY2022/3 Q1 Results

- Strong performance in each business area
 - Exceeded the expectation due to steady sales of new titles and repeat sales, non incurrence of expenses, etc. (Consumer area)
 - Returned to profit due to strong sales of prizes and reduction in fixed expenses. (Amusement Machine Sales area)

Forecast

- Increase the launch of new titles in each business area. (See P.17 for more details)

*For Amusement Center Operations area, the company transferred shares of a group company engaged in amusement facilities operation at the end of December 2020 and removed it from the scope of consolidation from Q4 of the previous fiscal year.

FY2022/3 Q1 Results

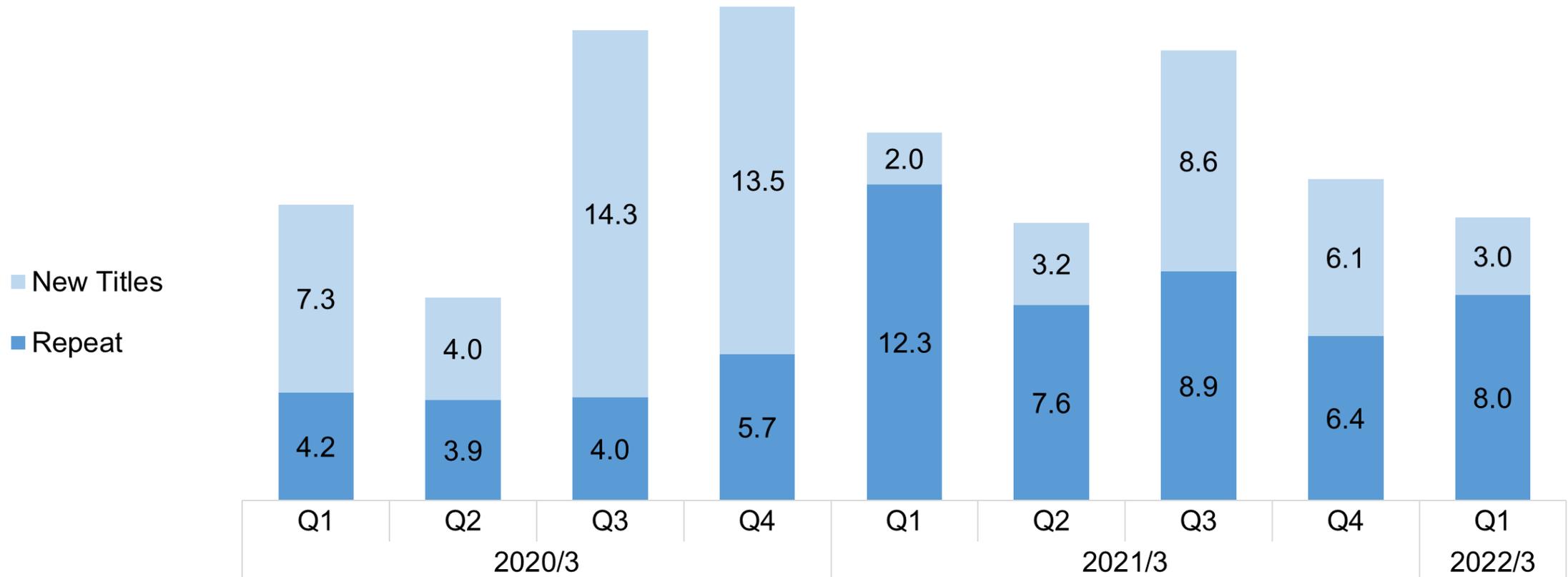
◆ Consumer area	(Full Game) Sold new titles centered on the remasters and the NA and EU versions. (F2P) Launched PHANTASY STAR ONLINE 2 NEW GENESIS globally.
◆ Amusement Machine Sales area	Strong sales of UFO Catcher® series, prizes, etc.
◆ Animation / Toys area	(Animation) Released “Detective Conan the Movie The Scarlet Bullet”. (Toys) Sold new products and regular products.

Forecast

◆ Consumer area	(Full Game) Expect the increase of new title launches and increase of R&D expenses, advertising expenses, etc.
◆ Amusement Machine Sales area	Plan to sell new products such as “EIKETSU TAISEN”, as well as regular products such as UFO Catcher® series, prizes, etc.
◆ Animation / Toys area	(Animation) Expect to record revenue from video production, distribution, etc., including the “Detective Conan the Movie The Scarlet Bullet”. (Toys) Plans to sell new products including “Demon Slayer POD” and “With a front camera! Fun to change mouse covers! Sumikkogurashi Personal Computer Premium”, and regular products.

Consumer area (Full Game's sales trend)

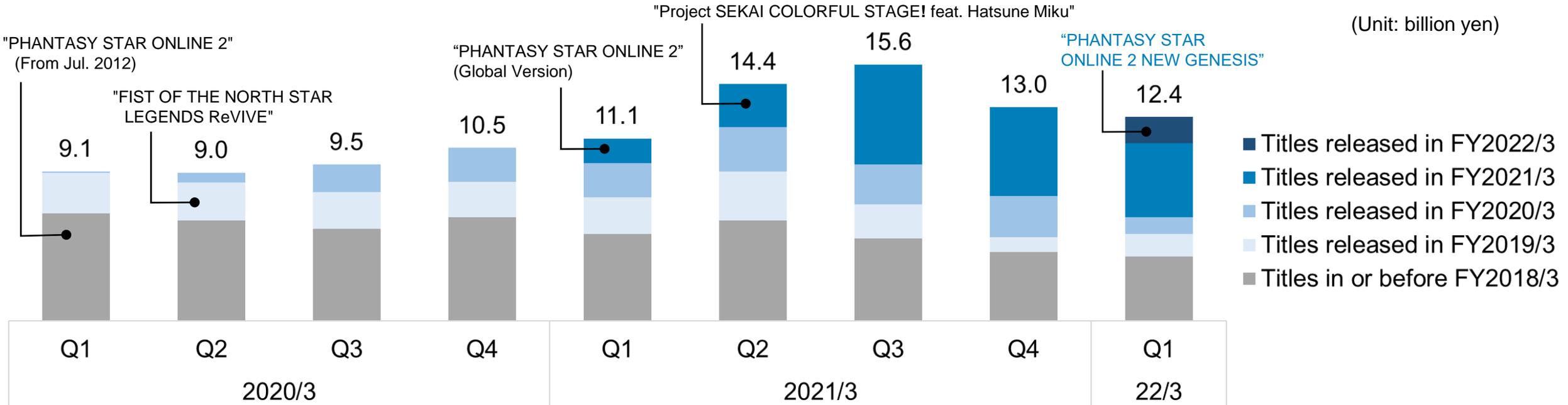
(Unit: billion yen)



Overseas sales ratio	92.2%	87.3%	59.8%	67.2%	85.4%	92.6%	83.3%	92.8%	90.0%
Download sales ratio	65.9%	48.6%	37.7%	40.8%	66.5%	69.4%	54.6%	68.8%	61.6%

Consumer area (F2P's sales trend)

(Unit: billion yen)



[Top 3 titles in sales (Apr.-Jun. 2021)]

(No. 1)



"Project SEKAI COLORFUL STAGE! feat. Hatsune Miku"

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Release: Sep. 2020

(No. 2)



**"PHANTASY STAR ONLINE 2
NEW GENESIS"**

© SEGA

Release : Jun. 2021

(No. 3)



"FIST OF THE NORTH STAR LEGENDS ReVIVE"

©Buronson & Tetsuo Hara/COAMIX 1983, Approved No.GC-218 ©SEGA

Release: Sep. 2019



“PHANTASY STAR ONLINE 2 NEW GENESIS”

**Global distribution started in June
and is performing strongly.**

- ◆ Achieved cumulative sales of 100.0 billion yen.
- ◆ Total registered users exceeded 9 million worldwide.
(Japan: 6.5 million, Overseas 2.5 million)
- ◆ Achieved the largest MAU ever in Japan and Overseas (Jun. 2021)

*Original Release: Jul. 2012

Reference: Consumer Area (Major examples of new titles roll-out)



(Timing of Release)				Platforms									Regions			
				FY19/3				FY20/3				FY21/3	FY22/3			
Release (plan)	Title name	Classification	Original Release date	PS4	PS5	Xbox One	Xbox S/X	Switch	Steam	Epic Games	Windows/ Cloud	Japan	Asia	NA/ EU		
Apr.	JUDGMENT (Remaster ver.)	Remaster	FY19/3	●	●		●					●	●	●		
Apr.	Total War: ROME REMASTERED	Remaster	FY05/3						●			●	●	●		
May.	Shin Megami Tensei III Nocturne HD Remaster (Western ver.)	Remaster	FY03/3	●				●	●			●	●	●		
Jun.	Olympic Games Tokyo 2020 - The Official Video Game™ (Western ver.)	Western version	FY20/3	●		●		●	●			●	●	●		
Jun.	PHANTASY STAR ONLINE 2 NEW GENESIS	Series Latest	FY13/3	●		●		●	●	●	●	●	●	●		
Aug.	HUMANKIND™	New IP	-						●	●		●	●	●		
Sep.	LOST JUDGMENT	Series Latest	-	●	●	●	●					●	●	●		
Sep.	Sonic Colors: Ultimate	Remaster	FY11/3	●		●		●		●		●	●	●		
Nov.	Shin Megami Tensei V	Series Latest	-					●				●	●	●		
TBD	Total War: WARHAMMER III	Series Latest	-						●	●		●	●	●		
TBD	Two Point Campus	Series Latest	-	●	●	●	●	●	●			●	●	●		

*Examples of platform and service region roll-out for each title are excerpts. Even if the service is offered in certain regions, the titles may not always support local language of such regions. Please see product information for detailed status of roll-out per title .

**"JUDGMENT" includes platforms and regions of original version.

**"Shin Megami Tensei III Nocturne HD Remaster" includes platforms and regions of version launched in Japan and Asia in FY21/3.

**"Olympic Games Tokyo 2020 - The Official Video Game™" includes platforms and regions of version launched in Japan and Asia in FY20/3.

**"PHANTASY STAR ONLINE 2 NEW GENESIS" includes both Japanese and global versions. Switch version is only compatible with the cloud version.

03

Pachislot and Pachinko Machines Business

Pachislot and Pachinko Machines Business

(Billion yen)	2021/3		2022/3	
	Q1	Through Q4	Q1	Full Year Forecast
Sales	2.7	53.1	10.3	89.0
Pachislot	0.2	13.9	3.4	40.5
Pachinko	0.0	28.5	4.7	42.7
Other / Elimination	2.5	10.7	2.2	5.8
Operating Income	-8.4	-10.6	-1.6	9.0
Non-operating income	0.1	0.6	0.2	0.1
Non-operating expenses	0.2	1.2	0.0	0.1
Ordinary Income	-8.5	-11.3	-1.4	9.0
Ordinary Income Margin	-	-	-	10.1%

Pachislot				
Number of Titles	0 title	5 titles	2 titles	9 titles
Unit Sales (units)	485	35,273	9,554	101,000

Pachinko				
Number of Titles	0 title	4 titles	2 titles	5 titles
Unit Sales (units)	177	69,013	15,038	103,000
Board + Frame	54	53,641	3,437	69,500
Board	123	15,372	11,601	33,500

FY2022/3 Q1 Results

- Despite few titles, significant improvement in losses due to structural reforms, etc.
- Major titles sold
 - Strong sales of “Pachislot GAMERA” and “P Hokuto No Ken 8 Kyuseishu”

Forecast

- Focus on introduction of new titles from Q3, where replacement to new regulation machines are expected to accelerate.

Reference: Pachislot and Pachinko Machine Business

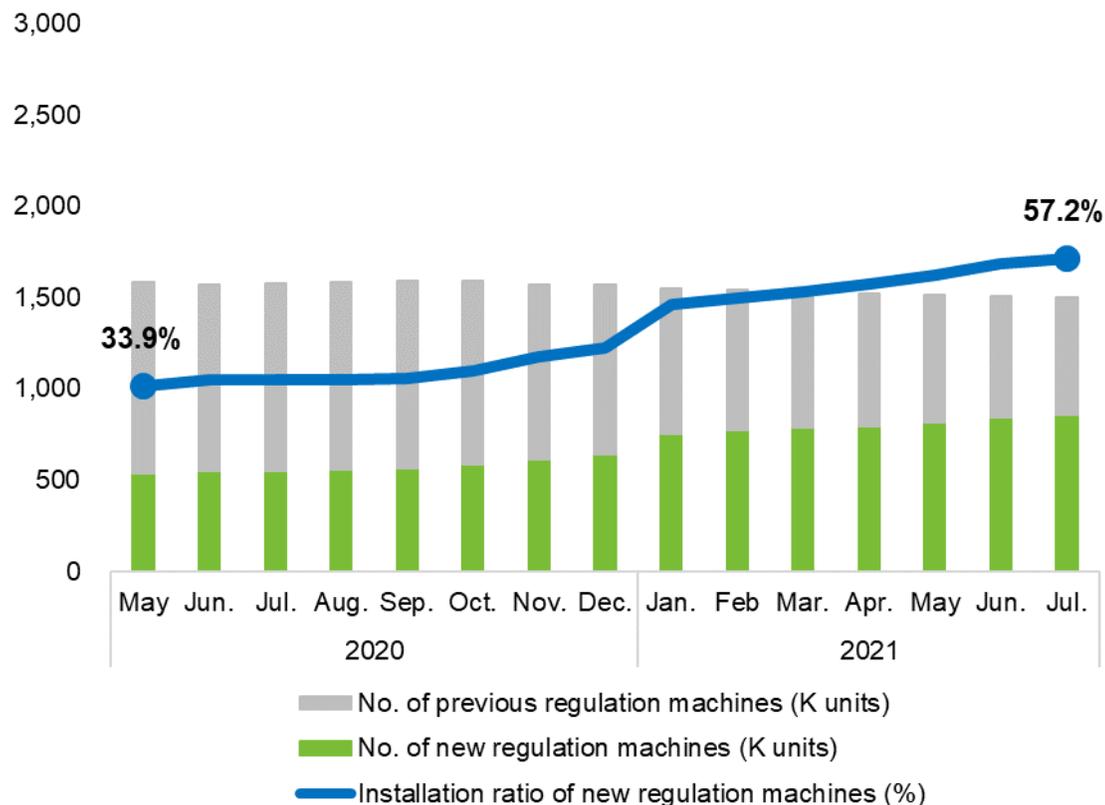
(Progress of replacement to new regulation machines)



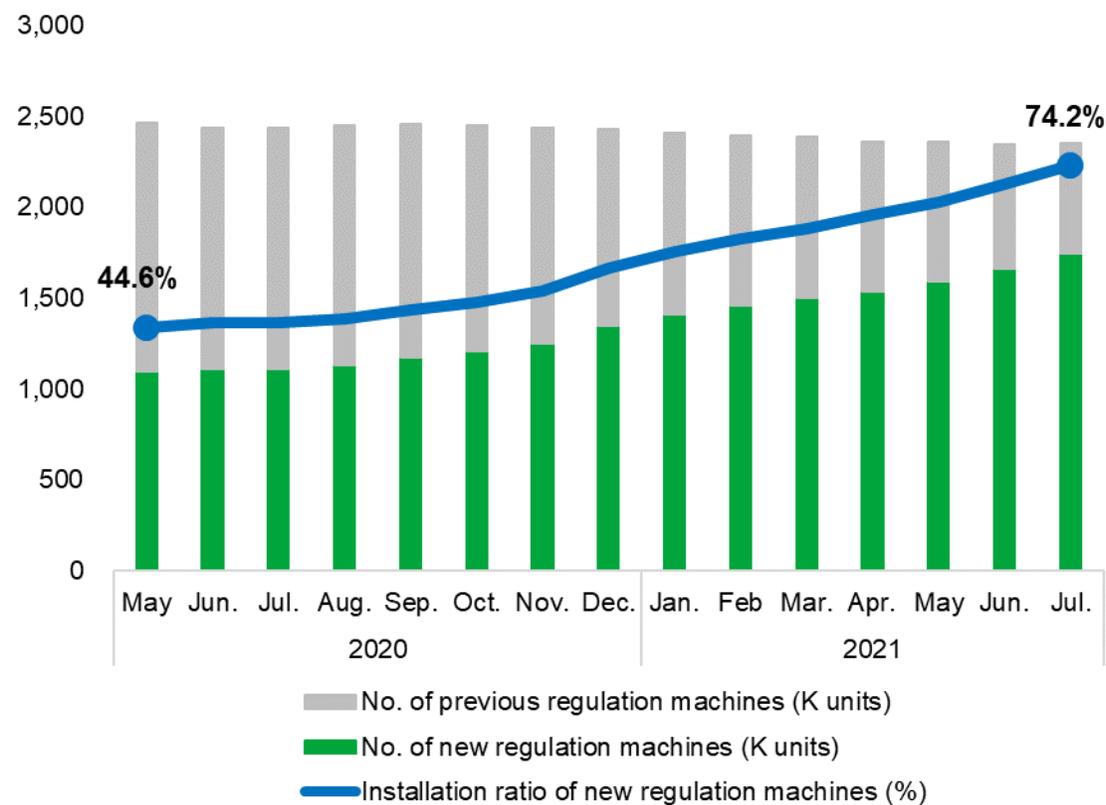
Pachislot: The installation ratio of new regulation machines remain sluggish.

Pachinko: Several popular titles have appeared, and replacement proceeds smoothly.

Pachislot



Pachinko



*In-house estimation as of July, 2021

04

Resort Business

(Billion yen)	2021/3		2022/3	
	Q1	Through Q4	Q1	Full Year Forecast
Sales	0.4	6.3	1.5	9.5
Operating Income	-1.7	-4.1	-1.1	-3.0
Non-operating income	0.0	0.0	0.0	0.0
Non-operating expenses	0.3	4.8	0.8	2.0
Ordinary Income	-2.1	-8.9	-1.9	-5.0
Ordinary Income Margin	-	-	-	-

<PHOENIX RESORT>

No. of facility users (Thousands)	2021/3 Q1	2021/3 Through Q4	2022/3 Q1	2022/3 Full Year Forecast
No. of facility users (Thousands)	44	552	140	856
3 accommodation facilities	12	223	48	373
2 golf courses	9	75	22	95
Other facilities	23	254	70	388

FY2022/3 Q1 Results

- PHOENIX RESORT: Facility users decreased to 74.1% compared to FY2020/3 Q1 (318.2% compared to FY2021/3 Q1) due to the impact of the spread of COVID-19.
- PARADISE SEGASAMMY: Utilization of Japanese VIP and Chinese VIP decreased due to the extension of restriction of foreign visitors.

Forecast

- PHOENIX RESORT: Work on initiatives for improvement including strengthening measures for individual customers which is at recovery trend.
- PARADISE SEGASAMMY: Reopened WONDER BOX (indoor amusement park) and CIMER (spa) from July, although the impact of COVID-19 is still unpredictable.

Submitted RFP proposal to Yokohama City (June 11, 2021)

Consortium

Genting Singapore Limited, SEGA SAMMY HOLDINGS INC., SOHGO SECURITY SERVICES CO.,LTD. (ALSOK), KAJIMA CORPORATION, TAKENAKA CORPORATION and Obayashi Corporation

Details of business

Planning, development, and operation of IR facilities in Yokohama City

Future process (schedule)

Summer 2021: Selection of business operator by Yokohama City
From May 2022: Area certification by the Ministry of Land, Infrastructure and Transport
Late 2020s: Commencement of business

Our expenditures

Plan to spend up to approximately 120.0 billion yen. (cumulative total)

05

Appendix

Reference: Consumer Area (Sales trend)

(Billion yen)	2021/3				2022/3	
	Q1	Through Q2	Through Q3	Through Q4	Q1	Full Year Forecast
Sales	32.4	61.4	102.4	135.7	29.5	140.0
Domestic	12.4	27.9	48.7	64.6	13.0	65.0
Overseas	19.6	33.4	54.3	72.4	16.7	75.0
Overseas sales ratio	60.5%	54.4%	53.0%	53.4%	56.6%	53.6%
Other / Elimination	0.2	0.1	-0.6	-1.3	-0.2	0.0
Full Game	14.4	25.2	42.6	55.1	11.0	55.0
New titles	2.0	5.2	13.8	19.9	3.0	27.5
Japan	0.0	0.1	1.8	2.1	0.2	-
Asia	0.7	1.0	1.2	1.7	0.1	-
North America / Europe	1.2	4.1	10.6	16.0	2.7	-
Repeat titles	12.3	19.9	28.8	35.2	8.0	27.5
Japan	1.7	2.7	3.7	4.5	0.8	-
Asia	0.5	1.1	1.5	2.2	0.7	-
North America / Europe	9.9	16.1	23.5	28.5	6.4	-
Download sales ratio	66.5%	67.7%	62.8%	63.8%	61.6%	68.6%
F2P	11.1	25.5	41.1	54.1	12.4	63.5
Japan	9.1	21.5	35.5	47.2	10.9	-
Asia	0.0	0.1	0.2	0.2	0.0	-
North America / Europe	1.9	3.9	5.3	6.6	1.4	-
Other	6.5	10.6	19.4	27.7	6.2	21.5

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

Reference: Consumer Area (Full Game's unit sales trend)

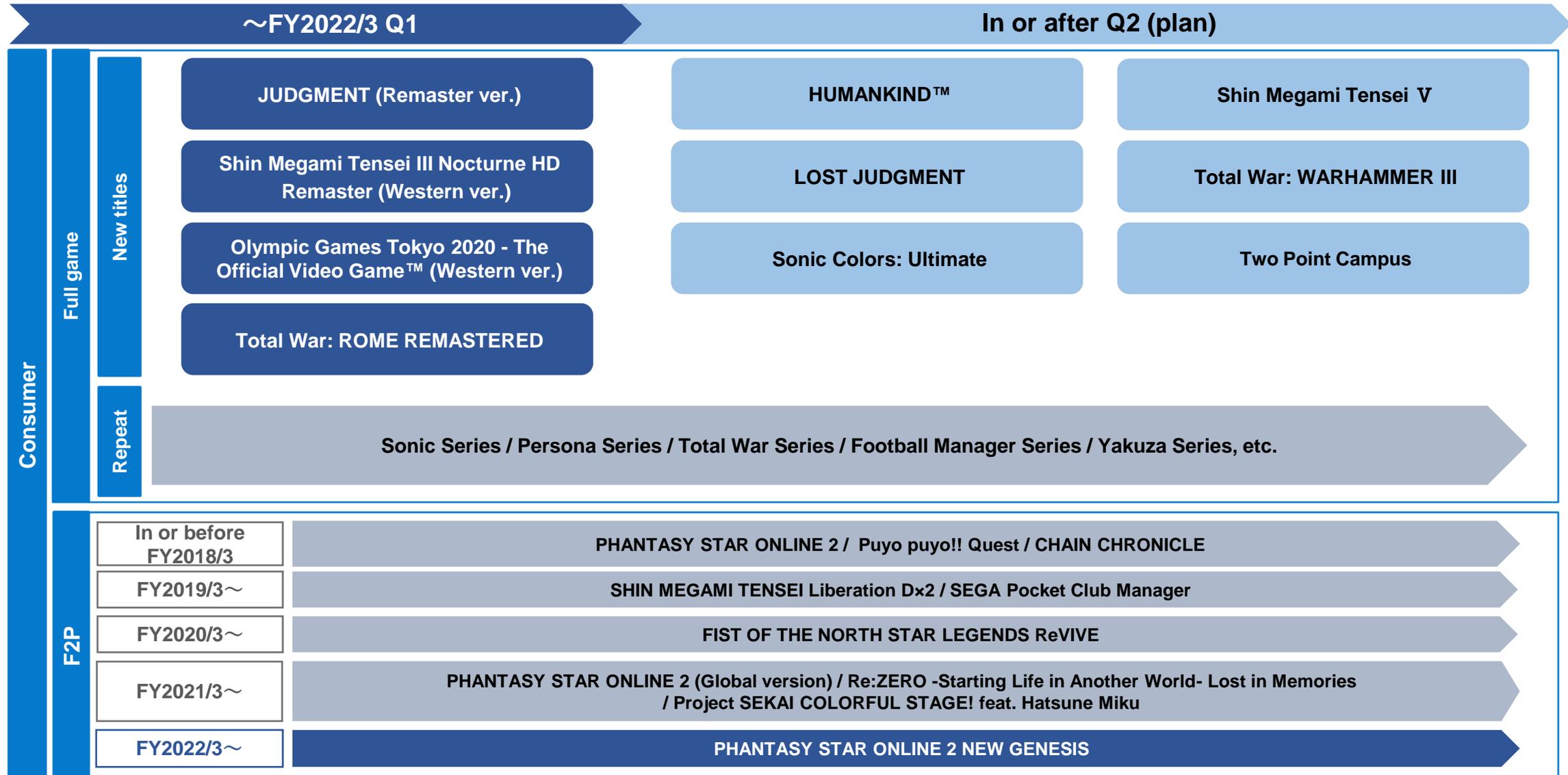
	2021/3				2022/3	
	Q1	Through Q2	Through Q3	Through Q4	Q1	Full Year Forecast
Full Game: Number of Titles						
Japan	0 title	0 title	2 titles	2 titles	0 title	5 titles
Asia	1 title	1 title	4 titles	6 titles	1 title	9 titles
North America / Europe	3 titles	5 titles	9 titles	10 titles	3 titles	12 titles
Full Game: Unit sales (Thousands)	12,980	19,080	34,200	41,770	6,580	37,870
Total New titles	790	1,180	3,770	6,020	1,060	9,640
Japan	10	20	370	430	50	660
Asia	150	200	260	360	50	410
North America / Europe	620	960	3,130	5,220	960	8,570
Total Repeat titles	12,190	17,900	30,420	35,750	5,520	28,230
Japan	460	690	990	1,230	290	930
Asia	240	510	700	1,000	340	650
North America / Europe	11,480	16,690	28,730	33,510	4,890	26,650

- Unit sales don't include the figure for free download
- As for Numbers of Titles above, for the same title released in multiple regions, the title number is counted 1 per each sales region (Japan, Asia and NA/EU)

[Unit sales of major IPs]

(Thousands)	2021/3				2022/3
	Q1	Through Q2	Through Q3	Through Q4	Q1
Sonic series	800	2,300	3,700	4,400	1,000
Total War series	1,900	2,500	3,600	4,000	600
Persona Series	1,200	1,500	1,900	3,000	400
Yakuza series	300	600	1,600	2,200	700

*Yakuza series includes the JUDGMENT series.



~FY2022/3 Q1

In or after Q2 (Plan)

Amusement Machine Sales

<Major titles in operation>

KanColle Arcade / StarHorse4 / Fate Grand Order Arcade / WCCF FOOTISTA 2021 / SANGOKUSHI TAISEN Series / maimai DX / O · N · G · E · K · I / CHUNITHM / fiz2

<Major regular sales titles>

UFO Catcher® series / Prizes for prize machines

EIKETSU TAISEN

Pokemon Corogarena

Animation / Toys

Detective Conan the Movie
The Scarlet Bullet

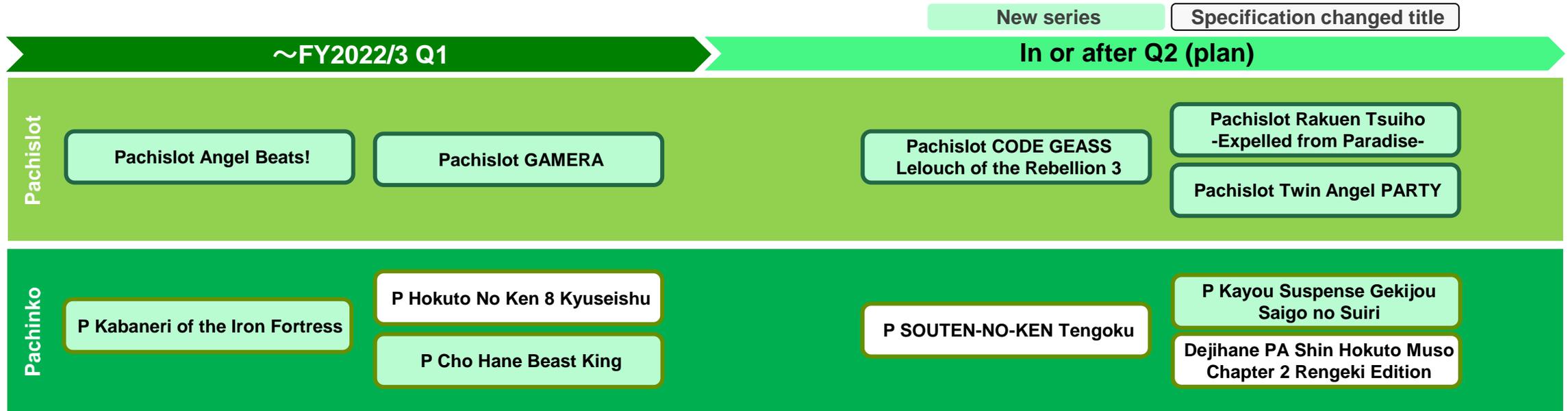
Anpanman: Fluffy Flurry and
the Land of Clouds

CHAIN RENCER

Demon Slayer POD

With a front camera! Fun to change
mouse covers! Sumikkogurashi
Personal Computer Premium

Reference: Pachislot and Pachinko Machine Business (Sales Schedule)



(Major titles in Q1)		Month of delivery	Sales units
Pachislot	Pachislot Angel Beats!	Apr.	1,667 units
	Pachislot GAMERA	Jun.	7,022 units
Pachinko	P Kabaneri of the Iron Fortress	Apr.	2,875 units
	P Hokuto No Ken 8 Kyuseishu	May	10,226 units
	P Cho Hane Beast King	Jun.	1,344 units

(Titles to be launched in or after Q2)		Month of delivery
Pachislot	Pachislot CODE GEASS Lelouch of the Rebellion 3	Aug.
	Pachislot Rakuen Tsuiho -Expelled from Paradise-	Sep.
	Pachislot Twin Angel PARTY	Oct.
Pachinko	P SOUTEN-NO-KEN Tengoku	Jul.
	P Kayou Suspense Gekijou Saigo no Suiri	Aug.
	Dejihane PA Shin Hokuto Muso Chapter 2 Rengeki Edition	Aug.

Reference: Resort Business (PARADISE SEGASAMMY)



(KRW Billion)	2021/3 Results		2022/3 Results
	Q1	Through Q4	Q1
Sales	89.7	177.5	42.4
Casino	75.8	126.8	30.2
Hotel	10.8	44.4	11.4
Other	3.0	6.3	0.7
Cost of sales	78.4	216.0	42.7
Casino	40.8	95.2	17.4
Hotel	25.9	85.4	18.5
Other	11.6	35.3	6.7
Gross profit	11.2	-38.5	-0.3
SG&A	8.8	28.1	7.1
Operating profit	2.4	-66.7	-7.5
EBITDA	17.5	-7.7	6.8
Net profit	-5.3	-106.2	-17.4
Number of casino visitors (Thousands)	66	174	34
SEGASAMMY Equity method acquisition amount (Billion yen)	-0.3	-4.7	-0.8

Source: Paradise IR

FY2022/3 Q1 Results

- The number of casino users fell sharply to 51.5% YoY due to the restriction of foreign visitors.
- EBITDA returned to positive due to cost reduction.

Forecast

- Expected restriction of foreign visitors to ease from July, but it is necessary to carefully assess the impact on business performance if the restriction of foreign visitors will be prolonged.

*PARADISE SEGASAMMY Co., Ltd. is an equity method affiliate of SEGA SAMMY HOLDINGS INC.

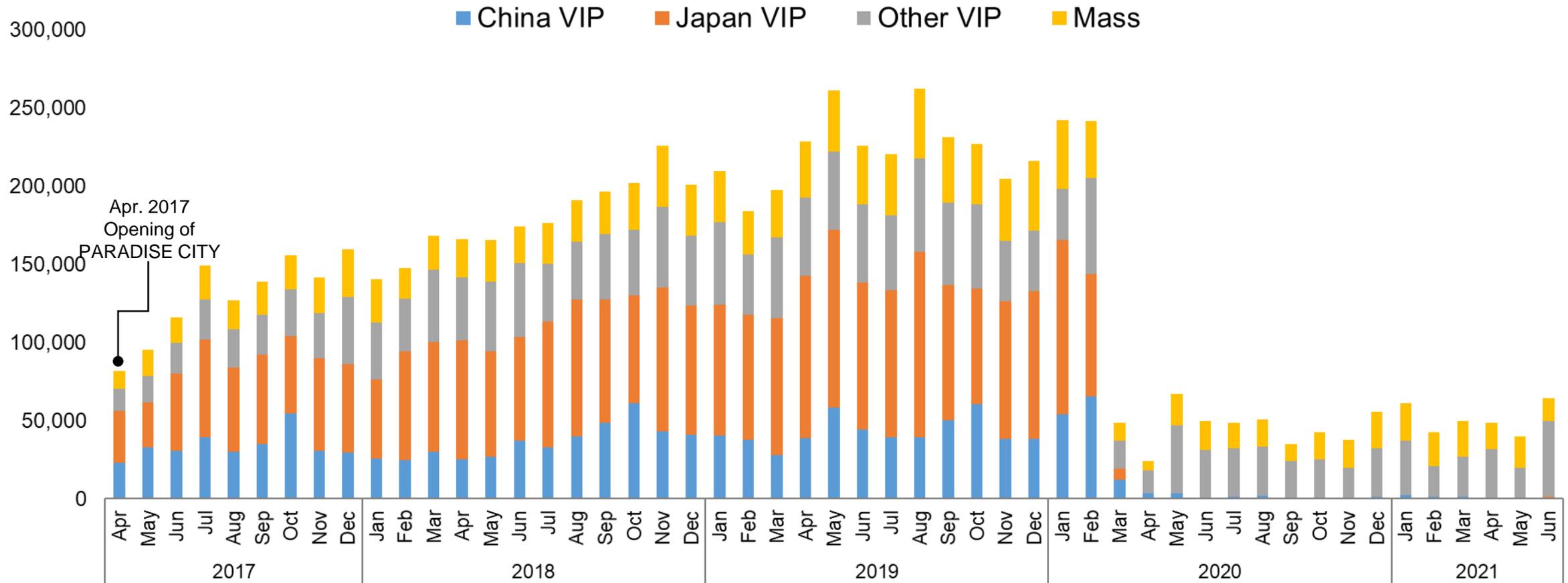
*Figures for PARADISE SEGASAMMY Co., Ltd. are recorded with three months delay as its settlement of accounts is December

*Local accounting standard

Reference: Resort Business (PARADISE SEGASAMMY)

■ Trend of Drop amounts* at PARADISE CITY

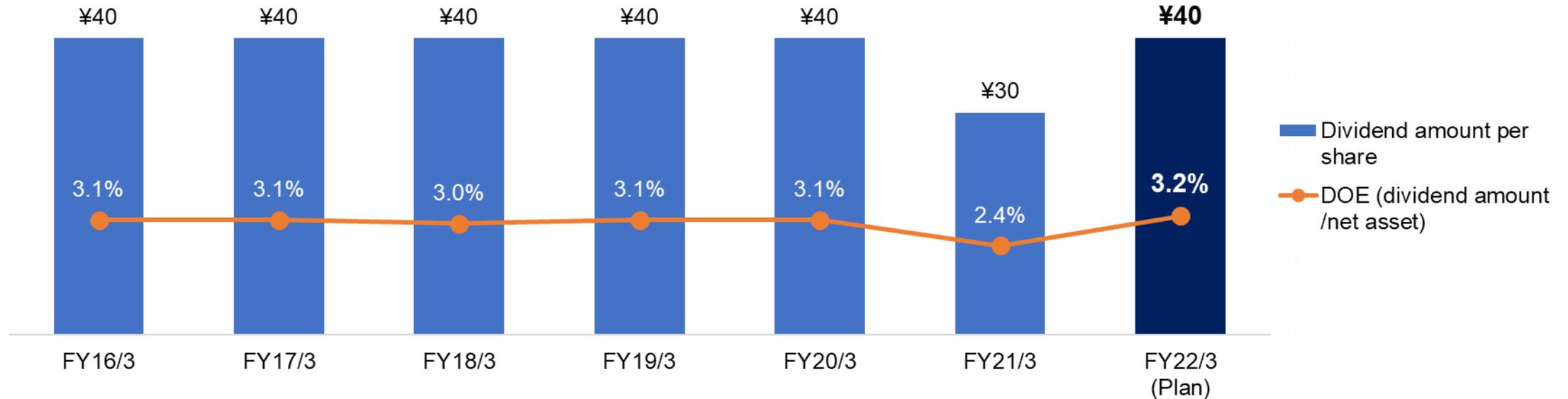
(KRW Million)



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

*Calculation method was changed after Jan. 2018

■ Dividend Results and Plan



From FY2022/3, introduced the following return policies while being conscious of past dividend amount results, etc.

- Dividend Policy: DOE (Dividend on Equity Ratio) 3% or more
- Total return ratio: 50% or more
- Regarding share buybacks, make flexible decision taking business performance trend and stock market trend, etc. into account



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

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/>

Please visit below website for more information of products and services of SEGASAMMY.

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