

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2022/3)

SEGASammy

2022/5/13

■ Profit and Loss

(Billion yen)		2020/3				2021/3				2022/3				2020/3			2021/3			2022/3			2023/3 Full Year Forecast
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	
Entertainment Contents	Sales	53.0	62.7	70.4	61.5	45.1	51.9	70.6	50.2	47.4	60.0	70.4	58.1	115.7	186.1	247.6	97.0	167.6	217.8	107.4	177.8	235.9	277.0
	Consumer	26.7	29.1	34.4	35.3	32.4	29.0	41.0	33.3	29.5	41.7	48.4	38.7	55.8	90.2	125.5	61.4	102.4	135.7	71.2	119.6	158.3	192.0
	Amusement Machine Sales	10.1	14.5	16.5	9.9	5.4	8.2	12.0	10.1	11.4	11.8	12.8	13.7	24.6	41.1	51.0	13.6	25.6	35.7	23.2	36.0	49.7	55.8
	Amusement Center Operations	10.4	11.6	10.2	9.7	3.4	8.4	8.8	0.4	-	-	-	-	22.0	32.2	41.9	11.8	20.6	21.0	-	-	-	-
	Animation / Toy	5.0	6.7	8.6	5.9	3.4	5.6	8.1	6.1	5.5	6.0	8.9	5.2	11.7	20.3	26.2	9.0	17.1	23.2	11.5	20.4	25.6	28.7
	Other / Elimination	0.6	1.0	0.6	0.7	0.4	0.8	0.7	0.3	1.0	0.5	0.3	0.5	1.6	2.2	2.9	1.2	1.9	2.2	1.5	1.8	2.3	0.5
	Operating Income	5.2	8.0	3.8	-0.5	8.1	6.8	15.0	-2.0	8.4	13.8	13.1	-1.4	13.2	17.0	16.5	14.9	29.9	27.9	22.2	35.3	33.9	39.0
	Consumer	5.3	4.4	2.4	2.6	12.5	7.8	10.6	0.5	6.5	11.9	11.0	-0.1	9.7	12.1	14.7	20.3	30.9	31.4	18.4	29.4	29.3	34.5
	Amusement Machine Sales	-0.4	1.1	0.4	-1.7	-1.6	-0.3	1.8	-1.5	1.6	0.7	0.7	-0.5	0.7	1.1	-0.6	-1.9	-0.1	-1.6	2.3	3.0	2.5	3.3
	Amusement Center Operations	0.7	1.2	-0.2	-0.3	-2.0	-0.7	1.3	0.0	-	-	-	-	1.9	1.7	1.4	-2.7	-1.4	-1.4	-	-	-	-
Pachislot & Pachinko	Animation / Toy	0.3	1.4	1.2	-0.2	0.0	0.2	1.9	0.0	0.5	1.2	2.1	-0.8	1.7	2.9	2.7	0.2	2.1	2.1	1.7	3.8	3.0	3.0
	Other / Elimination	-0.7	-0.2	0.0	-0.8	-0.8	-0.2	-0.6	-1.0	-0.2	0.0	-0.7	0.0	-0.9	-0.9	-1.7	-1.0	-1.6	-2.6	-0.2	-0.9	-0.9	-1.8
	Ordinary Income	4.9	7.9	3.2	0.2	8.2	8.6	16.3	-5.2	8.5	14.2	14.1	0.0	12.8	16.0	16.2	16.8	33.1	27.9	22.7	36.8	36.8	40.0
	Sales	17.1	27.1	42.1	22.2	2.7	8.0	26.6	15.8	10.3	13.0	28.5	24.0	44.2	86.3	108.5	10.7	37.3	53.1	23.3	51.8	75.8	86.0
	Pachislot	7.0	4.1	35.1	7.9	0.2	1.8	2.8	9.1	3.4	8.6	7.4	11.2	11.1	46.2	54.1	2.0	4.8	13.9	12.0	19.4	30.6	32.7
Other / Elimination	Pachinko	5.4	18.4	3.0	10.6	0.0	3.7	20.9	3.9	4.7	2.4	19.2	10.8	23.8	26.8	37.4	3.7	24.6	28.5	7.1	26.3	37.1	44.5
	Other / Elimination	4.7	4.6	4.0	3.7	2.5	2.5	2.9	2.8	2.2	2.0	1.9	2.0	9.3	13.3	17.0	5.0	7.9	10.7	4.2	6.1	8.1	8.8
Resort	Operating Income	1.0	6.3	12.6	3.3	-8.4	-3.6	3.8	-2.4	-1.6	-0.1	7.0	4.0	7.3	19.9	23.2	-12.0	-8.2	-10.6	-1.7	5.3	9.3	11.5
	Ordinary Income	0.9	6.3	12.2	3.3	-8.5	-3.9	3.7	-2.6	-1.4	0.1	7.3	4.2	7.2	19.4	22.7	-12.4	-8.7	-11.3	-1.3	6.0	10.2	12.0
Other / Elimination	Sales	0.0	0.0	0.0	0.0	0.1	0.2	0.1	0.1	0.2	0.1	0.2	0.1	0.0	0.0	0.0	0.3	0.4	0.5	0.3	0.5	0.6	0.5
	Operating Income	-2.0	-2.4	-2.2	-1.9	-1.8	-1.5	-1.8	-1.6	-1.9	-2.2	-2.0	-2.6	-4.4	-6.6	-8.5	-3.3	-5.1	-6.7	-4.1	-6.1	-8.7	-9.3
	Ordinary Income	-1.9	-2.4	-2.0	-2.1	-1.6	-1.7	-2.0	-0.7	-1.8	-1.0	-2.1	-2.1	-4.3	-6.3	-8.4	-3.3	-5.3	-6.0	-2.8	-4.9	-7.0	-9.0
Consolidated total	Sales	72.7	92.8	115.3	85.7	48.3	61.9	99.9	67.6	59.4	75.4	101.9	84.2	165.5	280.8	366.5	110.2	210.1	277.7	134.8	236.7	320.9	375.0
	Operating Income	3.4	11.2	13.4	-0.4	-3.8	0.8	16.5	-7.0	3.8	10.8	18.0	-0.6	14.6	28.0	27.6	-3.0	13.5	6.5	14.6	32.6	32.0	40.0
	Ordinary Income	2.3	10.3	13.2	-0.6	-4.0	0.5	16.0	-10.8	3.4	11.3	18.6	0.0	12.6	25.8	25.2	-3.5	12.5	1.7	14.7	33.3	33.3	40.0
	Income before income taxes	2.2	10.3	15.8	-1.2	-6.4	-16.7	14.3	-1.0	3.2	11.9	20.4	2.4	12.5	28.3	27.1	-23.1	-8.8	-9.8	15.1	35.5	37.9	40.0
	Profit attributable to owners of parent	1.7	8.1	13.1	-9.2	-3.3	-18.4	15.5	7.4	2.9	9.1	17.4	7.6	9.8	22.9	13.7	-21.7	-6.2	1.2	12.0	29.4	37.0	28.0

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■ Major Expenses / Capital Expenditure

(Billion yen)	2020/3				2021/3				2022/3				2023/3 Full Year Forecast	
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4		
Entertainment Contents	R&D / Content production	12.8	11.9	17.6	16.3	9.2	9.8	11.8	14.7	9.9	13.5	12.7	18.3	66.6
	Advertising	3.0	3.4	3.8	3.9	1.7	2.8	3.3	3.7	2.2	3.9	3.7	4.4	19.0
	Depreciation	2.1	2.1	2.2	2.5	2.2	2.3	0.7	1.5	0.8	0.9	0.9	1.1	3.5
	Cap-ex	4.0	4.3	4.6	5.3	2.2	2.8	3.5	1.9	1.5	1.4	1.6	2.8	7.5
Pachislot & Pachinko	R&D / Content production	4.3	4.6	5.4	3.8	5.4	3.9	3.3	3.7	3.4	3.2	3.4	4.4	14.3
	Advertising	0.2	0.6	0.4	0.3	0.1	0.6	0.3	0.2	0.2	0.6	0.5	0.3	3.3
	Depreciation	1.0	0.9	0.9	0.8	0.8	0.9	0.9	0.8	0.5	0.7	0.7	0.8	2.1
	Cap-ex	0.9	0.9	0.7	1.0	1.1	0.7	0.7	0.8	1.2	1.1	0.8	1.0	4.0
Resort	R&D / Content production	0.0	0.0	0.1	0.0	0.0	0.0	0.1	0.1	0.0	0.0	0.0	0.1	0.0
	Advertising	0.1	0.1	0.1	0.1	0.0	0.1	0.1	0.0	0.0	0.2	0.1	0.0	0.4
	Depreciation	0.2	0.3	0.3	0.3	0.2	0.2	0.3	0.2	0.1	0.2	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	0.1	0.1	0.1	1.3
Other / Elimination	R&D / Content production	0.0	-0.1	-0.2	0.0	0.1	-0.1	0.0	-0.1	0.1	-0.1	0.1	-0.1	0.0
	Advertising	0.3	0.8	0.1	0.2	0.2	0.1	0.2	0.2	0.4	0.4	0.2	0.3	1.2
	Depreciation	0.3	0.4	0.2	0.3	0.4	0.3	0.3	0.1	0.4	0.1	0.3	0.2	0.9
	Cap-ex	0.2	0.1	0.3	0.3	0.3	0.1	-0.1	0.4	0.3	0.0	0.3	0.6	0.5
Consolidated total	R&D / Content production	17.1	16.4	22.9	20.1	14.7	13.6	15.2	18.4	13.4	16.6	16.2	22.7	80.9
	Advertising	3.6	4.9	4.4	4.5	2.0	3.6	3.9	4.1	2.8	5.1	4.5	5.0	24.0
	Depreciation	3.6	3.7	3.6	3.9	3.6	3.7	2.2	2.6	1.8	1.9	2.1	2.2	7.2
	Cap-ex	5.1	5.4	5.6	6.7	3.6	3.6	4.2	3.1	3.1	2.6	2.8	4.5	13.4

■ Number of employees (Full-time employees and permanent contract employees *excludes the No. of temporary employees)

(Employees)	2020/3				2021/3				2022/3				
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	
Entertainment Contents	5,769	5,923	6,200	6,168	6,284	6,340	5,394	5,369	5,464	5,541	5,612	5,630	
Pachislot & Pachinko	1,581	1,575	1,579	1,449	1,458	1,457	1,446	1,022	1,057	1,052	1,050	1,047	
Resort	725	724	714	707	732	729	714	699	714	701	682	664	
Others	431	443	463	474	510	525	526	445	435	431	426	419	
Consolidated total	8,506	8,665	8,956	8,798	8,984	9,051	8,080	7,535	7,670	7,725	7,770	7,760	
Overseas personnel ratio	19.0%	20.2%	19.8%	20.8%	20.5%	20.8%	24.0%	26.3%	26.1%	27.0%	27.2%	27.6%	
R&D personnel ratio	51.1%	47.3%	46.6%	47.2%	46.3%	46.9%	52.4%	54.8%	55.5%	56.0%	56.5%	56.9%	

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■ Consumer Sales Breakdown

(Billion yen)		2020/3				2021/3				2022/3				2023/3									
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year Forecast
Consumer Sales	Total	26.7	29.1	34.4	35.3	32.4	29.0	41.0	33.3	29.5	41.7	48.4	38.7	55.8	90.2	125.5	61.4	102.4	135.7	71.2	119.6	158.3	192.0
	Domestic	12.9	14.1	18.9	18.3	12.4	15.5	20.8	15.9	13.0	17.9	19.4	16.3	27.0	45.9	64.2	27.9	48.7	64.6	30.9	50.3	66.6	66.1
	Overseas	13.9	15.1	16.4	18.5	19.6	13.8	20.9	18.1	16.7	23.6	29.1	22.6	29.0	45.4	63.9	33.4	54.3	72.4	40.3	69.4	92.0	126.1
	Overseas sales ratio	52.1%	51.9%	47.7%	52.4%	60.5%	47.6%	51.0%	54.4%	56.6%	56.6%	60.1%	58.4%	52.0%	50.3%	50.9%	54.4%	53.0%	53.4%	56.6%	58.0%	58.1%	65.7%
	Other / Elimination	-0.1	-0.1	-1.0	-1.4	0.2	-0.1	-0.7	-0.7	-0.2	0.2	-0.1	-0.2	-0.2	-1.2	-2.6	0.1	-0.6	-1.3	0.0	-0.1	-0.3	-0.2
Breakdown	Full Games	11.5	7.9	18.4	19.2	14.4	10.8	17.4	12.5	11.0	19.7	19.6	15.5	19.4	37.8	57.0	25.2	42.6	55.1	30.7	50.3	65.8	98.4
	New titles	7.3	4.0	14.3	13.5	2.0	3.2	8.6	6.1	3.0	13.0	13.1	11.5	11.3	25.6	39.1	5.2	13.8	19.9	16.0	29.1	40.6	62.2
	Japan	0.2	0.4	6.9	5.0	0.0	0.1	1.7	0.3	0.2	2.2	3.0	0.3	0.6	7.5	12.5	0.1	1.8	2.1	2.4	5.4	5.7	5.1
	Asia	0.4	0.1	0.6	2.4	0.7	0.3	0.2	0.5	0.1	0.8	1.1	1.0	0.5	1.1	3.5	1.0	1.2	1.7	0.9	2.0	3.0	4.9
	NA / EU	6.6	3.5	6.8	6.0	1.2	2.9	6.5	5.4	2.7	10.0	9.0	10.1	10.1	16.9	22.9	4.1	10.6	16.0	12.7	21.7	31.9	52.3
	Repeat sales	4.2	3.9	4.0	5.7	12.3	7.6	8.9	6.4	8.0	6.7	6.5	4.0	8.1	12.1	17.8	19.9	28.8	35.2	14.7	21.2	25.2	36.2
	Japan	0.5	0.6	0.4	1.2	1.7	1.0	1.0	0.8	0.8	1.2	0.8	0.6	1.1	1.5	2.7	3.7	4.5	2.0	2.8	3.4	3.3	3.3
	Asia	0.3	0.5	0.3	0.6	0.5	0.6	0.4	0.7	0.7	0.7	0.4	0.5	0.8	1.1	1.7	1.1	1.5	2.2	1.4	1.8	2.3	4.5
	NA / EU	3.3	2.8	3.3	3.9	9.9	6.2	7.4	5.0	6.4	4.9	5.3	2.9	6.1	9.4	13.3	16.1	23.5	28.5	11.3	16.6	19.5	28.3
	Overseas sales ratio	92.2%	87.3%	59.8%	67.2%	85.4%	92.6%	83.3%	92.8%	90.0%	83.2%	80.6%	93.5%	90.2%	75.4%	72.6%	88.5%	86.4%	87.8%	85.7%	83.7%	86.2%	91.5%
	Download sales ratio	65.9%	48.6%	37.7%	40.8%	66.5%	69.4%	54.6%	68.8%	61.6%	64.4%	53.1%	63.6%	58.6%	48.4%	46.0%	67.7%	62.8%	63.8%	65.3%	60.7%	57.5%	69.4%
	F2P	9.1	9.0	9.5	10.5	11.1	14.4	15.6	13.0	12.4	13.7	14.7	15.0	18.1	27.6	38.1	25.5	41.1	54.1	26.1	40.8	55.8	56.8
	Japan	8.4	8.5	8.9	9.5	9.1	12.4	14.0	11.7	10.9	12.2	13.4	13.5	16.9	25.8	35.3	21.5	35.5	47.2	23.2	36.6	50.1	50.6
	Asia	0.0	0.0	0.1	0.2	0.0	0.1	0.1	0.0	0.0	0.0	0.3	0.2	0.0	0.1	0.3	0.1	0.2	0.2	0.0	0.3	0.5	0.5
	NA / EU	0.6	0.5	0.5	0.8	1.9	2.0	1.4	1.3	1.4	1.4	1.0	1.3	1.1	1.6	2.4	3.9	5.3	6.6	2.9	3.9	5.2	5.7
	Titles released in or before FY2018/3	6.5	6.2	5.5	6.3	5.1	6.3	5.0	4.2	3.9	2.9	3.4	3.2	12.7	18.2	24.5	11.4	16.4	20.6	6.8	10.2	13.4	11.9
	Titles released in FY2019/3	2.4	2.3	2.3	2.1	2.2	3.0	2.1	0.9	1.4	2.0	1.2	1.5	4.7	7.0	9.1	5.2	7.3	8.2	3.4	4.6	6.1	5.9
	Titles released in FY2020/3	0.0	0.6	1.7	2.1	2.1	2.7	2.4	2.5	1.0	1.3	1.1	1.1	0.6	2.3	4.4	4.8	7.2	9.7	2.3	3.4	4.4	3.9
	Titles released in FY2021/3	-	-	-	-	1.5	2.6	6.1	5.4	4.5	4.1	7.0	6.4	-	-	-	4.1	10.2	15.6	8.6	15.6	22.0	18.6
	Titles released in FY2022/3	-	-	-	-	-	-	-	-	1.6	3.4	2.0	2.8	-	-	-	-	-	-	5.0	7.0	9.8	12.9
	Titles released in FY2023/3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	3.6	
	Other	6.1	12.3	7.4	7.2	6.5	4.1	8.8	8.3	6.2	8.3	14.1	8.4	18.4	25.8	33.0	10.6	19.4	27.7	14.5	28.6	37.0	37.0

■ Number of Titles, Unit Sales (Full Game)

		2020/3				2021/3				2022/3				2023/3			
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	
No. of titles	Japan	2	1	6	2	0	0	2	0	0	3	2	1	3	9	11	
	Asia	3	0	3	6	1	0	3	2	1	3	3	2	3	6	12	
	NA / EU	4	3	4	2	3	2	4	1	3	3	5	2	7	11	13	
Unit sales	Total	6,490	5,610	8,470	8,000	12,980	6,100	15,120	7,570	6,580	7,460	7,930	5,230	12,100	20,570	28,570	
(Thousands)	New titles total	2,300	1,250	3,910	4,020	790	390	2,590	2,250	1,060	2,440	3,130	2,140	3,550	7,460	11,480	
	Japan	60	110	1,010	730	10	10	350	60	50	360	370	70	170	1,180	1,910	
	Asia	130	0	170	480	150	50	60	100	50	200	250	260	130	300	780	
	NA / EU	2,110	1,130	2,730	2,820	620	340	2,170	2,090	960	1,880	2,510	1,810	3,240	5,970	8,790	
	Repeat sales total	4,180	4,360	4,560	3,980	12,190	5,710	12,520	5,320	5,520	5,020	4,800	3,090	8,550	13,110	17,090	
	Japan	210	230	140	300	460	230	300	240	290	370	290	180	1,180	3,770	6,020	
	Asia	110	170	100	200	240	270	190	300	340	340	200	280	200	260	360	430
	NA / EU	3,860	3,960	4,320	3,480	11,480	5,210	12,040	4,780	4,890	4,310	4,300	2,620	7,820	12,140	15,620	
	Number of titles (F2P)	1	3	0	0	2	2	1	0	2	0	0	1	4	4	4	
	No. of new titles launched	-4	-2	-1	-1	-1	0	-1	0	-2	0	0	-3	-6	-7	-8	
	No. of titles ended services	20	21	20	19	20	22	22	22	22	22	22	20	21	20	19	
	No. of titles in operation at FY end	20	21	20	19	20	22	22	22	22	22	22	20	21	20	19	

		2020/3				2021/3				2022/3				2023/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year
F2P	No. of new titles launched	1	3	0	0	2	2	1	0	2	0	0	1	4	4	4
	No. of titles ended services	-4	-2	-1	-1	-1	0	-1	0	-2	0	0	-3	-6	-7	-5
	No. of titles in operation at FY end	20	21	20	19	20	22	22	22	22	22	22	20	21	20	19

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2022/3)

■ Number of Titles, Unit Sales (Pachislot & Pachinko)

		2020/3				2021/3				2022/3				2023/3									
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	2023/3 Full Year Forecast
Pachislot	Number of titles	0	1	2	2	0	1	2	2	2	2	2	4	1	3	5	1	3	5	4	6	10	9
	Unit sales (units)	17,930	10,430	77,500	17,476	485	4,400	7,602	22,786	9,554	21,630	17,738	28,948	28,360	105,860	123,336	4,885	12,487	35,273	31,184	48,922	77,870	84,000
Pachinko	Number of titles	2	2	1	2	0	2	1	1	2	1	2	0	4	5	7	2	3	4	3	5	5	6
	Unit sales (units)	16,212	49,928	8,954	29,487	177	11,165	48,017	9,654	15,038	8,080	40,907	33,002	66,140	75,094	104,581	11,342	59,359	69,013	23,118	64,025	97,027	114,000
	Board + Frame	8,020	7,830	3,028	14,178	54	1,133	45,387	7,067	3,437	1,447	36,115	15,729	15,850	18,878	33,056	1,187	46,574	53,641	4,884	40,999	56,728	46,900
	Board	8,192	42,098	5,926	15,309	123	10,032	2,630	2,587	11,601	6,633	4,792	17,273	50,290	56,216	71,525	10,155	12,785	15,372	18,234	23,026	40,299	67,100

■ Number of Facility Users (Resort)

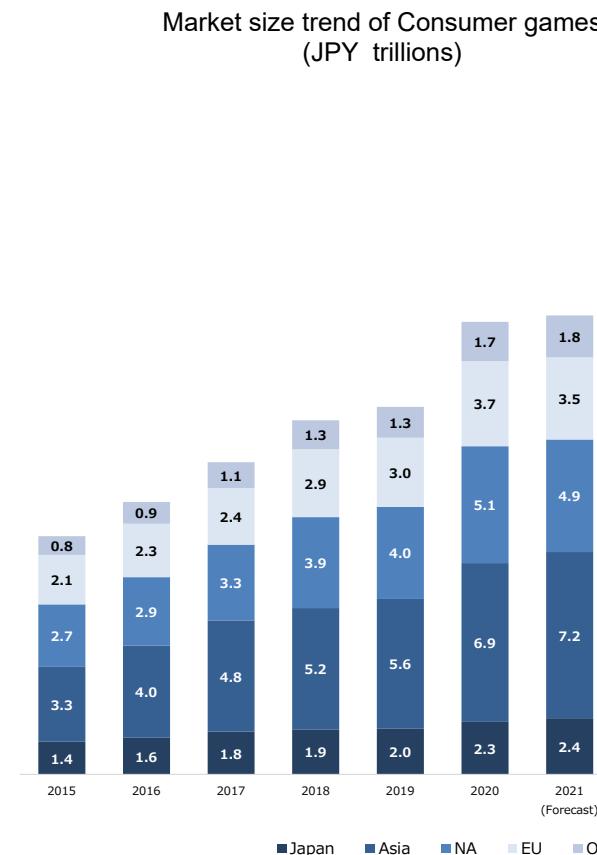
(Thousands)		2020/3				2021/3				2022/3				2023/3									
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	2023/3 Full Year Forecast
PSR	No. of facility users	189	265	204	181	44	167	219	122	140	187	244	189	454	658	839	211	430	552	327	571	760	868
	3 accommodation facilities	75	119	89	76	12	66	99	46	48	76	109	75	194	283	359	78	177	223	124	233	308	363
	2 golf courses	25	21	24	22	9	22	26	18	22	21	27	24	46	70	92	31	57	75	43	70	94	98
	Other facilities	89	125	91	83	23	79	94	58	70	90	108	90	214	305	388	102	196	254	160	268	358	407
P City	No. of casino users	82	99	105	96	66	35	36	37	34	25	21	19	181	286	382	101	137	174	59	80	99	-

※PSR=Phoenix Seagaia Resort P City=Paradise City

■ Profit & Loss of Paradise Segasammy

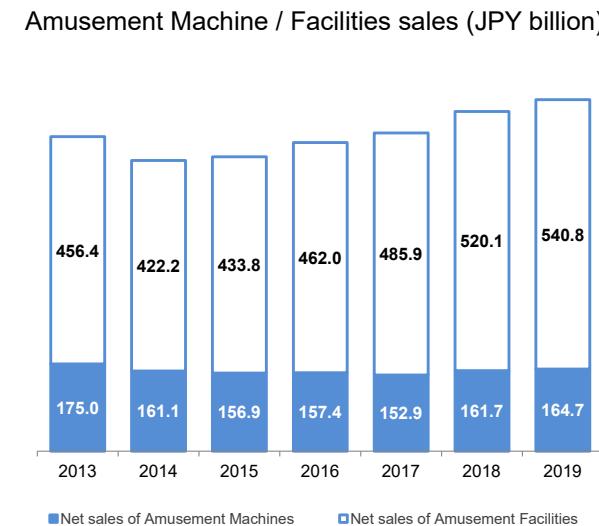
(KRW Billion)		2020/3				2021/3				2022/3				2023/3									
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	2023/3 Full Year Forecast
Sales		90.6	105.8	135.3	131.6	89.7	26.0	29.2	32.6	42.4	31.8	52.0	35.3	196.4	331.7	463.3	115.7	144.9	177.5	74.2	126.2	161.5	
Casino		74.7	86.4	107.9	106.5	75.8	16.0	15.1	19.9	30.2	13.9	31.1	11.4	161.1	269.0	375.5	91.8	106.9	126.8	44.1	75.2	86.6	
Hotel		13.2	15.1	21.2	19.7	10.8	8.6	13.4	11.6	11.4	16.9	18.4	21.0	28.3	49.5	69.2	19.4	32.8	44.4	28.3	46.7	67.7	
Other		2.6	4.4	6.1	5.3	3.0	1.4	0.7	1.2	0.7	1.1	2.5	2.7	7.0	13.1	18.4	4.4	5.1	6.3	1.8	4.3	7.0	
Gross profit		1.9	12.4	37.9	19.9	11.2	-21.6	-18.8	-9.3	-0.3	-10.4	5.8	-11.8	14.3	52.2	72.1	-10.4	-29.2	-38.5	-10.7	-4.9	-16.7	
Operating profit		-7.1	-4.9	24.3	7.6	2.4	-28.1	-25.6	-15.4	-7.5	-16.1	-0.2	-18.4	-12.0	12.3	19.9	-25.7	-51.3	-66.7	-23.6	-23.8	-42.2	
EBITDA		8.2	11.2	40.6	24.4	17.5	-13.5	-11.0	-0.7	6.8	-1.8	13.9	-4.0	19.4	60.0	84.4	4.0	-7.0	-7.7	5.0	18.9	14.9	
Net profit		-14.3	-13.3	16.4	-11.3	-5.3	-36.4	-35.4	-29.1	-17.4	-27.8	-11.4	-31.3	-27.6	-11.2	-22.5	-41.7	-77.1	-106.2	-45.2	-56.6	-87.9	
Equity method acquisition amount (Billion yen)		-0.8	-0.7	0.6	-0.7	-0.3	-1.6	-1.5	-1.3	-0.8	-1.3	-0.5	-1.5	-1.5	-0.9	-1.6	-1.9	-3.4	-4.7	-2.1	-2.6	-4.1	

Consumer Games Markets Scale

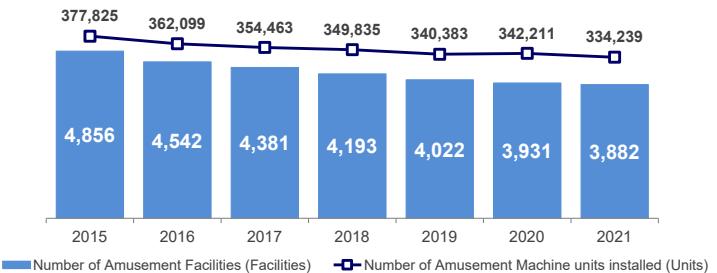


Source: In-house estimation based on data from "Newzoo Global Games Market Data Jan 2022"
(*Exchange rate: 1 USD = 110 JPY)

Amusement Machine and Amusement Center Operations Markets Scale

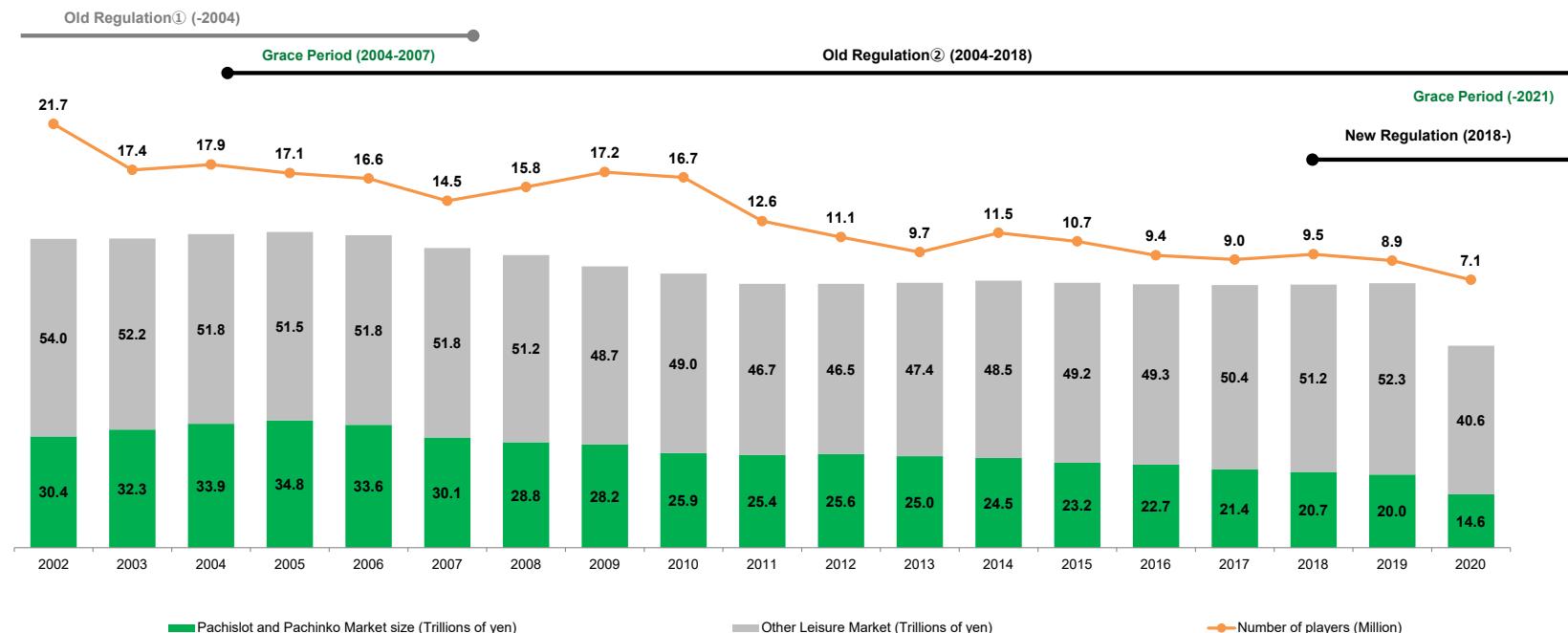


Number of Amusement Facilities / Amusement Machine unit installed



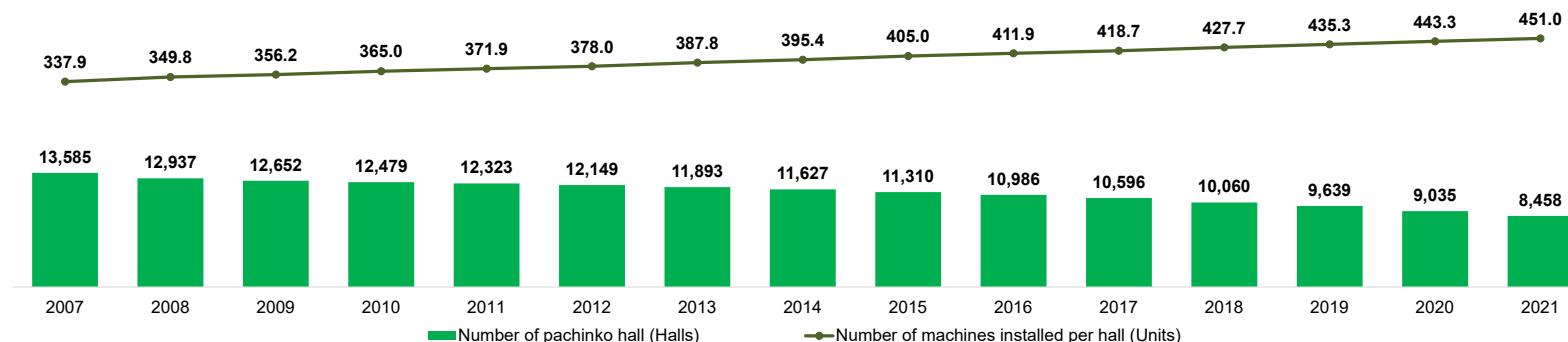
Source: JAIA, National Police Agency

Transition of market size and number of players



Source: White Paper on Leisure Industry 2021, Japan Productivity Center

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



Sources : National Police Agency

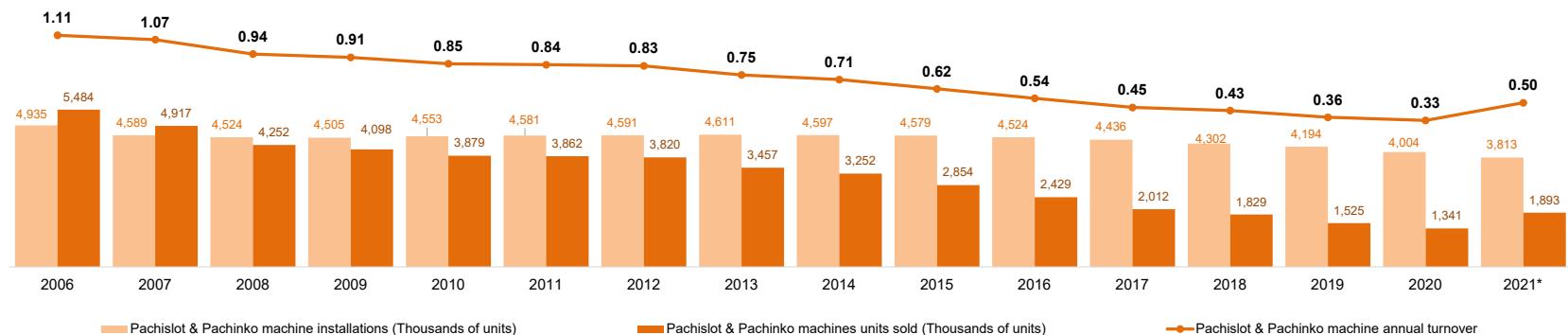
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Data Appendix (FY2022/3)

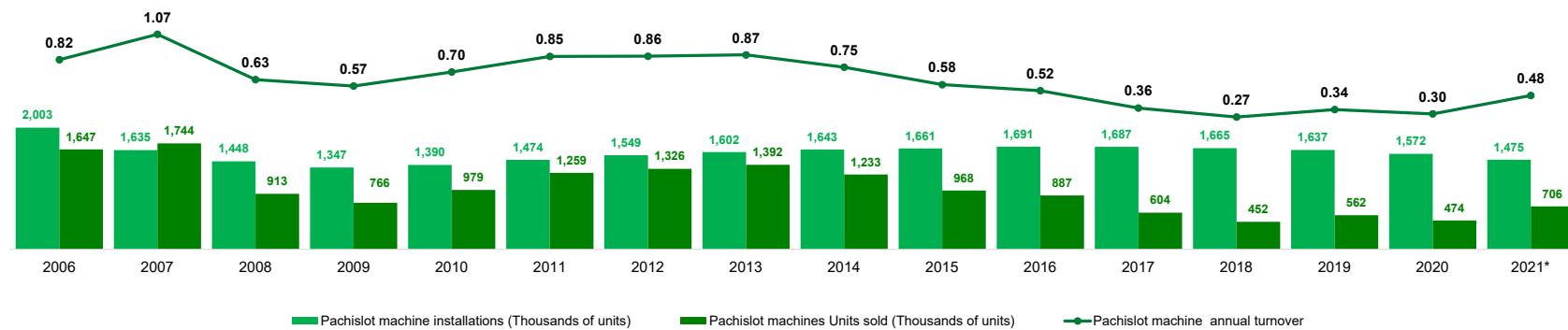
SEGA Sammy

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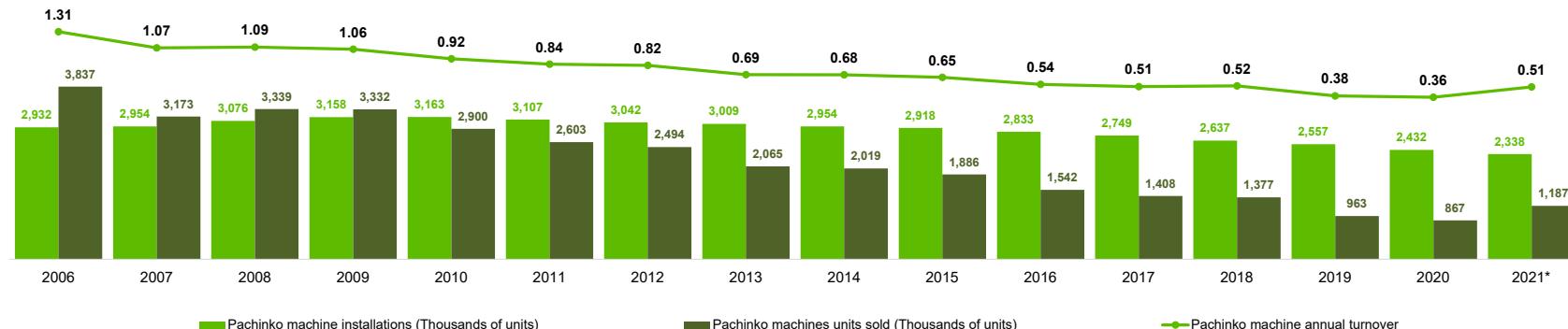
Pachislot & Pachinko machine Installations, Unit sales and Annual turnover



Pachislot machine installations, unit sales and annual turnover rate



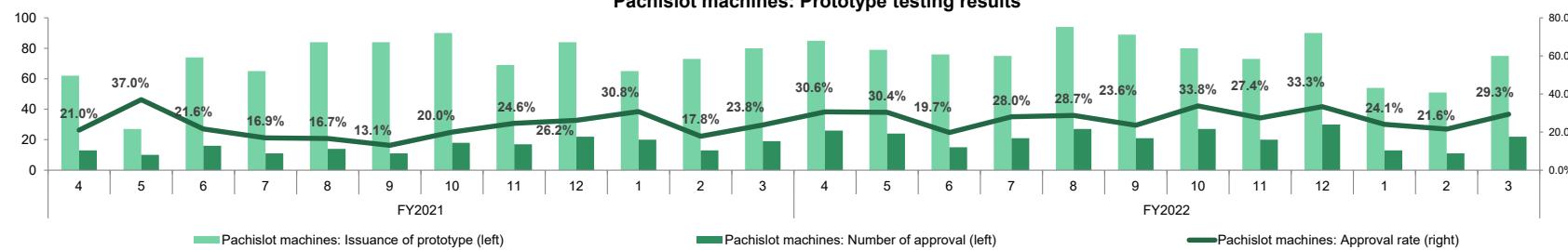
Pachinko machine installations, unit sales and annual turnover rate



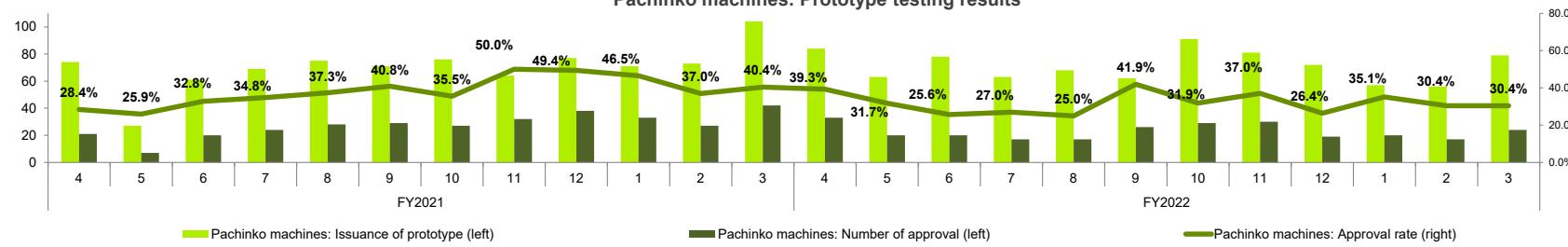
Sources: National Police Agency and Yano Research Institute Ltd. "Pachinko Manufacturer Trends 2021". (*The data for 2021 are in-house estimations)

SEGA SAMMY HOLDINGS INC.
Data Appendix (FY2022/3)

Pachislot machines: Prototype testing results



Pachinko machines: Prototype testing results



Source: Security Communications Association

Share of Annual Pachislot Machine Sales

Rank	2014			2015			2016			2017			2018			2019			2020年		
	Manufacturer	Units sold	Share	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 DENSII	107,000	17.7%	DAITO	80,000	17.7%	Sammy	123,336	21.9%	U Company	128,454	27.1%
2	UNIVERSAL	205,000	16.6%	Sammy	142,337	14.7%	UNIVERSAL	203,000	22.9%	DAITO	100,000	16.5%	KITA DENSII	68,000	15.0%	DAITO	73,000	13.0%	D Company	80,000	16.9%
3	DAITO	128,000	10.4%	HEIWA/OLYMPIA	113,997	11.8%	KITA DENSII	90,500	10.2%	Sammy	85,041	14.1%	Sammy	67,140	14.8%	HEIWA/OLYMPIA	68,917	12.3%	K Company	69,000	14.5%
4	YAMASA	108,000	8.8%	KITA DENSII	100,000	10.3%	HEIWA/OLYMPIA	80,953	9.1%	UNIVERSAL	43,000	7.1%	HEIWA/OLYMPIA	47,244	10.4%	UNIVERSAL	59,143	10.5%	H Company	35,393	7.5%
5	HEIWA/OLYMPIA	92,763	7.5%	SANKYO	80,125	8.3%	Enterprise	57,000	6.4%	YAMASA	38,000	6.3%	UNIVERSAL	37,365	8.3%	KITA DENSII	48,000	8.5%	Sammy	35,273	7.4%

Share of Annual Pachinko Machine Sales

Rank	2014			2015			2016			2017			2018			2019			2020年		
	Manufacturer	Units sold	Share	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%	SANYO	250,000	18.2%	SANKYO	149,520	15.5%	S Company	200,000	23.0%
2	SANKYO	329,892	16.3%	SANKYO	296,346	15.7%	Sansei R&D	209,000	13.5%	SANKYO	171,919	12.2%	SANKYO	196,007	14.2%	Newgin	120,000	12.5%	K Company	134,500	15.5%
3	KYORAKU	308,000	15.3%	SANYO	275,000	14.6%	HEIWA/OLYMPIA	192,761	12.5%	Sammy	140,013	9.9%	KYORAKU	192,800	14.0%	KYORAKU	106,000	11.0%	S Company	126,565	14.6%
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%	SANYO	106,000	11.0%	N Company	92,000	10.6%
5	Sammy	241,425	12.0%	Newgin	220,000	11.7%	Newgin	160,000	10.4%	Sansei R&D	130,000	9.2%	HEIWA/OLYMPIA	118,880	8.6%	Sammy	104,581	10.9%	F Company	70,500	8.1%
		6	Sammy	199,014	10.5%	Sammy	138,321	9.0%			6	Sammy	69,013	8.0%							

Source: Yano Research Institute Ltd. "Pachinko Manufacturer Trends 2021"

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



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