

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q1 FY2022/3)

■ Profit and Loss

(Billion yen)		2020/3				2021/3				2022/3	2020/3			2021/3			2022/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
Entertainment Contents	Sales	53.0	62.7	70.4	61.5	45.1	51.9	70.6	50.2	47.4	115.7	186.1	247.6	97.0	167.6	217.8	213.0
	Consumer	26.7	29.1	34.4	35.3	32.4	29.0	41.0	33.3	29.5	55.8	90.2	125.5	61.4	102.4	135.7	140.0
	Amusement Machine Sales	10.1	14.5	16.5	9.9	5.4	8.2	12.0	10.1	11.4	24.6	41.1	51.0	13.6	25.6	35.7	43.0
	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	11.7	20.3	26.2	9.0	17.1	23.2	26.5
	Other / Elimination	0.6	1.0	0.6	0.7	0.4	0.8	0.7	0.3	1.0	1.6	2.2	2.9	1.2	1.9	2.2	3.5
	Operating Income	5.2	8.0	3.8	-0.5	8.1	6.8	15.0	-2.0	8.4	13.2	17.0	16.5	14.9	29.9	27.9	23.0
	Consumer	5.3	4.4	2.4	2.6	12.5	7.8	10.6	0.5	6.5	9.7	12.1	14.7	20.3	30.9	31.4	21.0
	Amusement Machine Sales	-0.4	1.1	0.4	-1.7	-1.6	-0.3	1.8	-1.5	1.6	0.7	1.1	-0.6	-1.9	-0.1	-1.6	1.7
	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	-
Animation / Toy	0.3	1.4	1.2	-0.2	0.0	0.2	1.9	0.0	0.5	1.7	2.9	2.7	0.2	2.1	2.1	1.8	
Other / Elimination	-0.7	-0.2	0.0	-0.8	-0.8	-0.2	-0.6	-1.0	-0.2	-0.9	-0.9	-1.7	-1.0	-1.6	-2.6	-1.5	
Ordinary Income	4.9	7.9	3.2	0.2	8.2	8.6	16.3	-5.2	8.5	12.8	16.0	16.2	16.8	33.1	27.9	25.0	
Pachislot & Pachinko	Sales	17.1	27.1	42.1	22.2	2.7	8.0	26.6	15.8	10.3	44.2	86.3	108.5	10.7	37.3	53.1	89.0
	Pachislot	7.0	4.1	35.1	7.9	0.2	1.8	2.8	9.1	3.4	11.1	46.2	54.1	2.0	4.8	13.9	40.5
	Pachinko	5.4	18.4	3.0	10.6	0.0	3.7	20.9	3.9	4.7	23.8	26.8	37.4	3.7	24.6	28.5	42.7
	Other / Elimination	4.7	4.6	4.0	3.7	2.5	2.5	2.9	2.8	2.2	9.3	13.3	17.0	5.0	7.9	10.7	5.8
	Operating Income	1.0	6.3	12.6	3.3	-8.4	-3.6	3.8	-2.4	-1.6	7.3	19.9	23.2	-12.0	-8.2	-10.6	9.0
Ordinary Income	0.9	6.3	12.2	3.3	-8.5	-3.9	3.7	-2.6	-1.4	7.2	19.4	22.7	-12.4	-8.7	-11.3	9.0	
Resort	Sales	2.4	3.1	2.7	2.2	0.4	1.8	2.6	1.5	1.5	5.5	8.2	10.4	2.2	4.8	6.3	9.5
	Operating Income	-0.8	-0.7	-0.8	-1.3	-1.7	-0.9	-0.5	-1.0	-1.1	-1.5	-2.3	-3.6	-2.6	-3.1	-4.1	-3.0
	Ordinary Income	-1.6	-1.5	-0.2	-2.0	-2.1	-2.5	-2.0	-2.3	-1.9	-3.1	-3.3	-5.3	-4.6	-6.6	-8.9	-5.0
Other / Elimination	Sales	0.0	0.0	0.0	0.0	0.1	0.2	0.1	0.1	0.2	0.0	0.0	0.0	0.3	0.4	0.5	0.5
	Operating Income	-2.0	-2.4	-2.2	-1.9	-1.8	-1.5	-1.8	-1.6	-1.9	-4.4	-6.6	-8.5	-3.3	-5.1	-6.7	-9.0
	Ordinary Income	-1.9	-2.4	-2.0	-2.1	-1.6	-1.7	-2.0	-0.7	-1.8	-4.3	-6.3	-8.4	-3.3	-5.3	-6.0	-9.0
Consolidated total	Sales	72.7	92.8	115.3	85.7	48.3	61.9	99.9	67.6	59.4	165.5	280.8	366.5	110.2	210.1	277.7	312.0
	Operating Income	3.4	11.2	13.4	-0.4	-3.8	0.8	16.5	-7.0	3.8	14.6	28.0	27.6	-3.0	13.5	6.5	20.0
	Ordinary Income	2.3	10.3	13.2	-0.6	-4.0	0.5	16.0	-10.8	3.4	12.6	25.8	25.2	-3.5	12.5	1.7	20.0
	Income before income taxes	2.2	10.3	15.8	-1.2	-6.4	-16.7	14.3	-1.0	3.2	12.5	28.3	27.1	-23.1	-8.8	-9.8	20.0
	Profit attributable to owners of parent	1.7	8.1	13.1	-9.2	-3.3	-18.4	15.5	7.4	2.9	9.8	22.9	13.7	-21.7	-6.2	1.2	14.0

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q1 FY2022/3)

■ Major Expenses / Capital Expenditure

(Billion yen)		2020/3				2021/3				2022/3	2020/3			2021/3			2022/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
Entertainment Contents	R&D / Content production	12.8	11.9	17.6	16.3	9.2	9.8	11.8	14.7	9.9	24.7	42.3	58.6	19.0	30.8	45.5	57.9
	Advertising	3.0	3.4	3.8	3.9	1.7	2.8	3.3	3.7	2.2	6.4	10.2	14.1	4.5	7.8	11.5	16.7
	Depreciation	2.1	2.1	2.2	2.5	2.2	2.3	0.7	1.5	0.8	4.2	6.4	8.9	4.5	5.2	6.7	3.5
	Cap-ex	4.0	4.3	4.6	5.3	2.2	2.8	3.5	1.9	1.5	8.3	12.9	18.2	5.0	8.5	10.4	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	8.9	14.3	18.1	9.3	12.6	16.3	16.2
	Advertising	0.2	0.6	0.4	0.3	0.1	0.6	0.3	0.2	0.2	0.8	1.2	1.5	0.7	1.0	1.2	3.0
	Depreciation	1.0	0.9	0.9	0.8	0.8	0.9	0.9	0.8	0.5	1.9	2.8	3.6	1.7	2.6	3.4	3.5
	Cap-ex	0.9	0.9	0.7	1.0	1.1	0.7	0.7	0.8	1.2	1.8	2.5	3.5	1.8	2.5	3.3	7.2
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	0.1	0.1	0.0	0.1	0.2	0.0
	Advertising	0.1	0.1	0.1	0.1	0.0	0.1	0.1	0.0	0.0	0.2	0.3	0.4	0.1	0.2	0.2	0.4
	Depreciation	0.2	0.3	0.3	0.3	0.2	0.2	0.3	0.2	0.1	0.5	0.8	1.1	0.4	0.7	0.9	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	0.2	0.0	0.1	0.1	0.5
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	-0.3	-0.3	0.0	0.0	-0.1	0.0
	Advertising	0.3	0.8	0.1	0.2	0.2	0.1	0.2	0.2	0.4	1.1	1.2	1.4	0.3	0.5	0.7	1.8
	Depreciation	0.3	0.4	0.2	0.3	0.4	0.3	0.3	0.1	0.4	0.7	0.9	1.2	0.7	1.0	1.1	1.0
	Cap-ex	0.2	0.1	0.3	0.3	0.3	0.1	-0.1	0.4	0.3	0.3	0.6	0.9	0.4	0.3	0.7	0.9
Consolidated total	R&D / Content production	17.1	16.4	22.9	20.1	14.7	13.6	15.2	18.4	13.4	33.5	56.4	76.5	28.3	43.5	61.9	74.1
	Advertising	3.6	4.9	4.4	4.5	2.0	3.6	3.9	4.1	2.8	8.5	12.9	17.4	5.6	9.5	13.6	21.9
	Depreciation	3.6	3.7	3.6	3.9	3.6	3.7	2.2	2.6	1.8	7.3	10.9	14.8	7.3	9.5	12.1	8.8
	Cap-ex	5.1	5.4	5.6	6.7	3.6	3.6	4.2	3.1	3.1	10.5	16.1	22.8	7.2	11.4	14.5	16.1

■ 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
Entertainment Contents		5,769	5,923	6,200	6,168	6,284	6,340	5,394	5,369	5,464
Pachislot & Pachinko		1,581	1,575	1,579	1,449	1,458	1,457	1,446	1,022	1,057
Resort		725	724	714	707	732	729	714	699	714
Others		431	443	463	474	510	525	526	445	435
Consolidated total		8,506	8,665	8,956	8,798	8,984	9,051	8,080	7,535	7,670
Overseas personnel ratio		19.0%	20.2%	19.8%	20.8%	20.5%	20.8%	24.0%	26.3%	26.1%
R&D personnel ratio		51.1%	47.3%	46.6%	47.2%	46.3%	46.9%	52.4%	54.8%	55.5%

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q1 FY2022/3)

■ Consumer Sales Breakdown

(Billion yen)		2020/3				2021/3				2022/3	2020/3			2021/3			2022/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
Consumer Sales	Total	26.7	29.1	34.4	35.3	32.4	29.0	41.0	33.3	29.5	55.8	90.2	125.5	61.4	102.4	135.7	140.0
	Domestic	12.9	14.1	18.9	18.3	12.4	15.5	20.8	15.9	13.0	27.0	45.9	64.2	27.9	48.7	64.6	65.0
	Overseas	13.9	15.1	16.4	18.5	19.6	13.8	20.9	18.1	16.7	29.0	45.4	63.9	33.4	54.3	72.4	75.0
	Overseas sales ratio	52.1%	51.9%	47.7%	52.4%	60.5%	47.6%	51.0%	54.4%	56.6%	52.0%	50.3%	50.9%	54.4%	53.0%	53.4%	53.6%
	Other / Elimination	-0.1	-0.1	-1.0	-1.4	0.2	-0.1	-0.7	-0.7	-0.2	-0.2	-1.2	-2.6	0.1	-0.6	-1.3	0.0
Breakdown	Full Games	11.5	7.9	18.4	19.2	14.4	10.8	17.4	12.5	11.0	19.4	37.8	57.0	25.2	42.6	55.1	55.0
	New titles	7.3	4.0	14.3	13.5	2.0	3.2	8.6	6.1	3.0	11.3	25.6	39.1	5.2	13.8	19.9	27.5
	Japan	0.2	0.4	6.9	5.0	0.0	0.1	1.7	0.3	0.2	0.6	7.5	12.5	0.1	1.8	2.1	-
	Asia	0.4	0.1	0.6	2.4	0.7	0.3	0.2	0.5	0.1	0.5	1.1	3.5	1.0	1.2	1.7	-
	NA / EU	6.6	3.5	6.8	6.0	1.2	2.9	6.5	5.4	2.7	10.1	16.9	22.9	4.1	10.6	16.0	-
	Repeat sales	4.2	3.9	4.0	5.7	12.3	7.6	8.9	6.4	8.0	8.1	12.1	17.8	19.9	28.8	35.2	27.5
	Japan	0.5	0.6	0.4	1.2	1.7	1.0	1.0	0.8	0.8	1.1	1.5	2.7	2.7	3.7	4.5	-
	Asia	0.3	0.5	0.3	0.6	0.5	0.6	0.4	0.7	0.7	0.8	1.1	1.7	1.1	1.5	2.2	-
	NA / EU	3.3	2.8	3.3	3.9	9.9	6.2	7.4	5.0	6.4	6.1	9.4	13.3	16.1	23.5	28.5	-
	Overseas sales ratio	92.2%	87.3%	59.8%	67.2%	85.4%	92.6%	83.3%	92.8%	90.0%	90.2%	75.4%	72.6%	88.5%	86.4%	87.8%	-
	Download sales ratio	65.9%	48.6%	37.7%	40.8%	66.5%	69.4%	54.6%	68.8%	61.6%	58.6%	48.4%	46.0%	67.7%	62.8%	63.8%	68.6%
	F2P	9.1	9.0	9.5	10.5	11.1	14.4	15.6	13.0	12.4	18.1	27.6	38.1	25.5	41.1	54.1	63.5
	Japan	8.4	8.5	8.9	9.5	9.1	12.4	14.0	11.7	10.9	16.9	25.8	35.3	21.5	35.5	47.2	-
	Asia	0.0	0.0	0.1	0.2	0.0	0.1	0.1	0.0	0.0	0.0	0.1	0.3	0.1	0.2	0.2	-
	NA / EU	0.6	0.5	0.5	0.8	1.9	2.0	1.4	1.3	1.4	1.1	1.6	2.4	3.9	5.3	6.6	-
	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	12.7	18.2	24.5	11.4	16.4	20.6	15.0
	Titles released in FY2019/3	2.4	2.3	2.3	2.1	2.2	3.0	2.1	0.9	1.4	4.7	7.0	9.1	5.2	7.3	8.2	5.4
	Titles released in FY2020/3	0.0	0.6	1.7	2.1	2.1	2.7	2.4	2.5	1.0	0.6	2.3	4.4	4.8	7.2	9.7	5.6
	Titles released in FY2021/3	-	-	-	-	1.5	2.6	6.1	5.4	4.5	-	-	-	4.1	10.2	15.6	20.4
	Titles released in FY2022/3	-	-	-	-	-	-	-	-	1.6	-	-	-	-	-	-	17.1
	Other	6.1	12.3	7.4	7.2	6.5	4.1	8.8	8.3	6.2	18.4	25.8	33.0	10.6	19.4	27.7	21.5

■ Number of Titles, Unit Sales (Full Game)

		2020/3				2021/3				2022/3	2020/3			2021/3			2022/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
No. of titles	Japan	2	1	6	2	0	0	2	0	0	3	9	11	0	2	2	5
	Asia	3	0	3	6	1	0	3	2	1	3	6	12	1	4	6	9
	NA / EU	4	3	4	2	3	2	4	1	3	7	11	13	5	9	10	12
Unit sales (Thousands)	Total	6,490	5,610	8,470	8,000	12,980	6,100	15,120	7,570	6,580	12,100	20,570	28,570	19,080	34,200	41,770	37,870
	New titles total	2,300	1,250	3,910	4,020	790	390	2,590	2,250	1,060	3,550	7,460	11,480	1,180	3,770	6,020	9,640
	Japan	60	110	1,010	730	10	10	350	60	50	170	1,180	1,910	20	370	430	660
	Asia	130	0	170	480	150	50	60	100	50	130	300	780	200	260	360	410
	NA / EU	2,110	1,130	2,730	2,820	620	340	2,170	2,090	960	3,240	5,970	8,790	960	3,130	5,220	8,570
	Repeat sales total	4,180	4,360	4,560	3,980	12,190	5,710	12,520	5,320	5,520	8,550	13,110	17,090	17,900	30,420	35,750	28,230
	Japan	210	230	140	300	460	230	300	240	290	440	580	880	690	990	1,230	930
	Asia	110	170	100	200	240	270	190	300	340	280	380	580	510	700	1,000	650
	NA / EU	3,860	3,960	4,320	3,480	11,480	5,210	12,040	4,780	4,890	7,820	12,140	15,620	16,690	28,730	33,510	26,650

■ Number of Titles (F2P)

		2020/3				2021/3				2022/3	2020/3			2021/3			2022/3
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
F2P	No. of new titles launched	1	3	0	0	2	2	1	0	2	4	4	4	4	5	5	5
	No. of titles ended services	-4	-2	-1	-1	-1	0	-1	0	-2	-6	-7	-8	-1	-2	-2	-1
	No. of titles in operation at FY end	20	21	20	19	20	22	22	22	23	21	20	19	22	22	22	26

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

	2020/3					2021/3					2022/3	2020/3			2021/3			2022/3
	Q1	Q2	Q3	Q4		Q1	Q2	Q3	Q4		Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
Pachislot	Number of titles	0	1	2	2	0	1	2	2		2	1	3	5	1	3	5	9
	Unit sales (units)	17,930	10,430	77,500	17,476	485	4,400	7,602	22,786		9,554	28,360	105,860	123,336	4,885	12,487	35,273	101,000
Pachinko	Number of titles	2	2	1	2	0	2	1	1		2	4	5	7	2	3	4	5
	Unit sales (units)	16,212	49,928	8,954	29,487	177	11,165	48,017	9,654		15,038	66,140	75,094	104,581	11,342	59,359	69,013	103,000
	Board + Frame	8,020	7,830	3,028	14,178	54	1,133	45,387	7,067		3,437	15,850	18,878	33,056	1,187	46,574	53,641	69,500
	Board	8,192	42,098	5,926	15,309	123	10,032	2,630	2,587		11,601	50,290	56,216	71,525	10,155	12,785	15,372	33,500

■ Number of Facility Users (Resort)

(Thousands)	2020/3					2021/3					2022/3	2020/3			2021/3			2022/3
	Q1	Q2	Q3	Q4		Q1	Q2	Q3	Q4		Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
PSR	No. of facility users	189	265	204	181	44	167	219	122		140	454	658	839	211	430	552	856
	3 accommodation facilities	75	119	89	76	12	66	99	46		48	194	283	359	78	177	223	373
	2 golf courses	25	21	24	22	9	22	26	18		22	46	70	92	31	57	75	95
	Other facilities	89	125	91	83	23	79	94	58		70	214	305	388	102	196	254	388
	No. of casino users	82	99	105	96	66	35	36	37		34	181	286	382	101	137	174	-
P City	No. of casino users	82	99	105	96	66	35	36	37		34	181	286	382	101	137	174	-

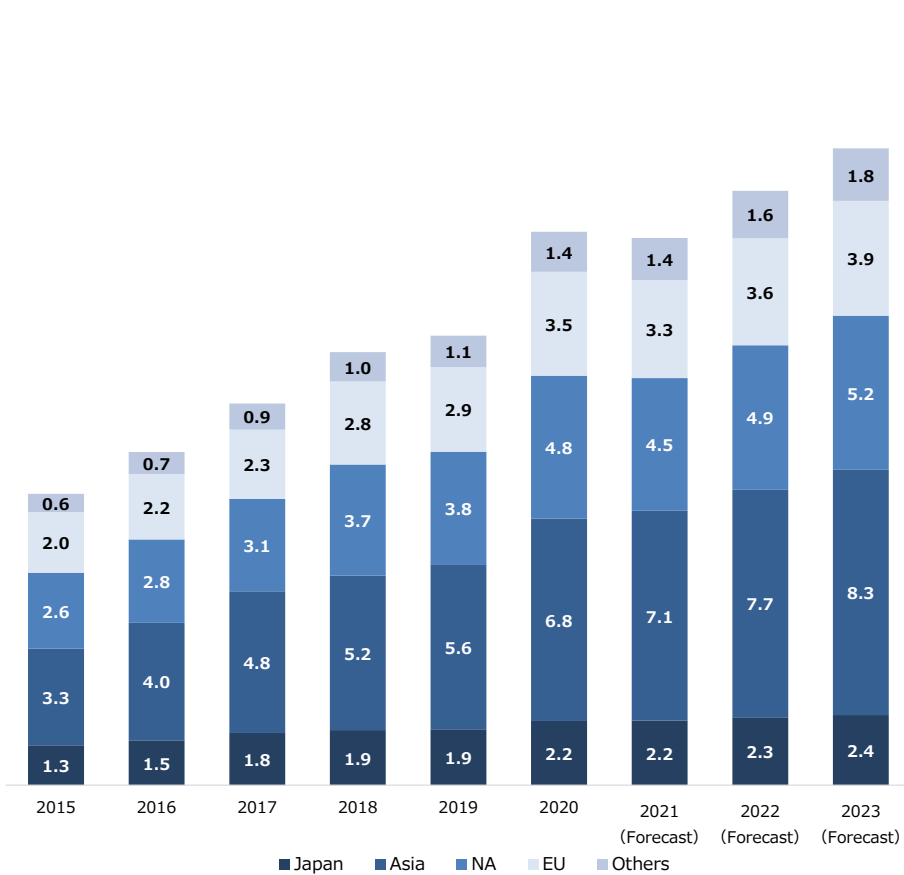
※PSR=Phoenix Seagaia Resort P City=Paradise City

■ Profit & Loss of Paradise Segasammy

(KRW Billion)	2020/3					2021/3					2022/3	2020/3			2021/3			2022/3
	Q1	Q2	Q3	Q4		Q1	Q2	Q3	Q4		Q1	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Full Year (Plan)
Sales		90.6	105.8	135.3	131.6	89.7	26.0	29.2	32.6		42.4	196.4	331.7	463.3	115.7	144.9	177.5	
	Casino	74.7	86.4	107.9	106.5	75.8	16.0	15.1	19.9		30.2	161.1	269.0	375.5	91.8	106.9	126.8	
	Hotel	13.2	15.1	21.2	19.7	10.8	8.6	13.4	11.6		11.4	28.3	49.5	69.2	19.4	32.8	44.4	
	Other	2.6	4.4	6.1	5.3	3.0	1.4	0.7	1.2		0.7	7.0	13.1	18.4	4.4	5.1	6.3	
Gross profit	1.9	12.4	37.9	19.9	11.2	-21.6	-18.8	-9.3		-0.3	14.3	52.2	72.1	-10.4	-29.2	-38.5		
Operating profit	-7.1	-4.9	24.3	7.6	2.4	-28.1	-25.6	-15.4		-7.5	-12.0	12.3	19.9	-25.7	-51.3	-66.7		
EBITDA	8.2	11.2	40.6	24.4	17.5	-13.5	-11.0	-0.7		6.8	19.4	60.0	84.4	4.0	-7.0	-7.7		
Net profit	-14.3	-13.3	16.4	-11.3	-5.3	-36.4	-35.4	-29.1		-17.4	-27.6	-11.2	-22.5	-41.7	-77.1	-106.2		
Equity method acquisition amount (Billion yen)	-0.8	-0.7	0.6	-0.7	-0.3	-1.6	-1.5	-1.3		-0.8	-1.5	-0.9	-1.6	-1.9	-3.4	-4.7		

Consumer Games Markets Scale

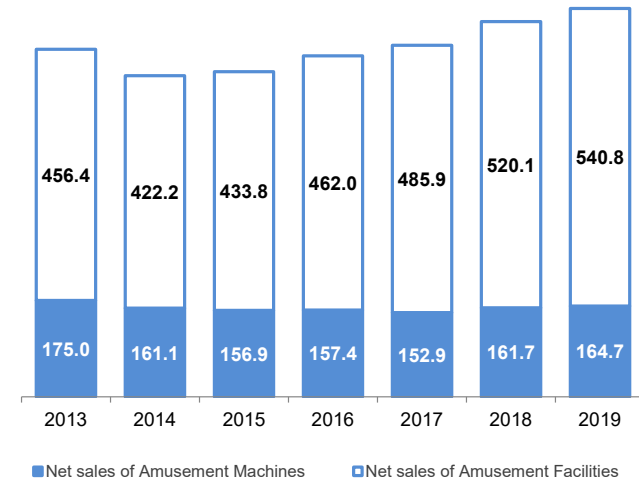
Market size trend of Consumer games (JPY trillions)



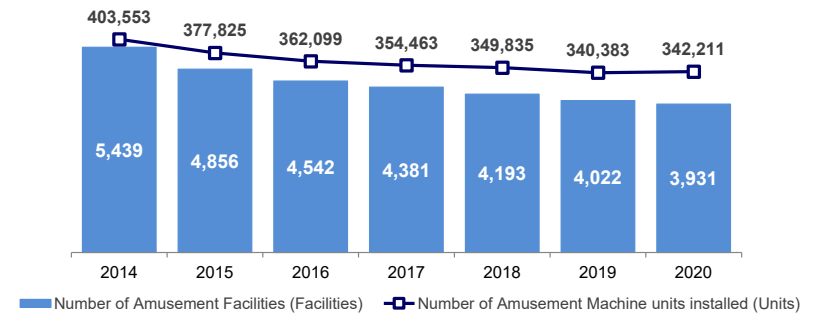
Source: In-house estimation based on data from "Newzoo Global Games Market Data January 2021"
(*Exchange rate: 1 USD = 105 JPY)

Amusement Machine and Amusement Center Operations Markets Scale

Amusement Machine / Facilities sales (JPY billion)

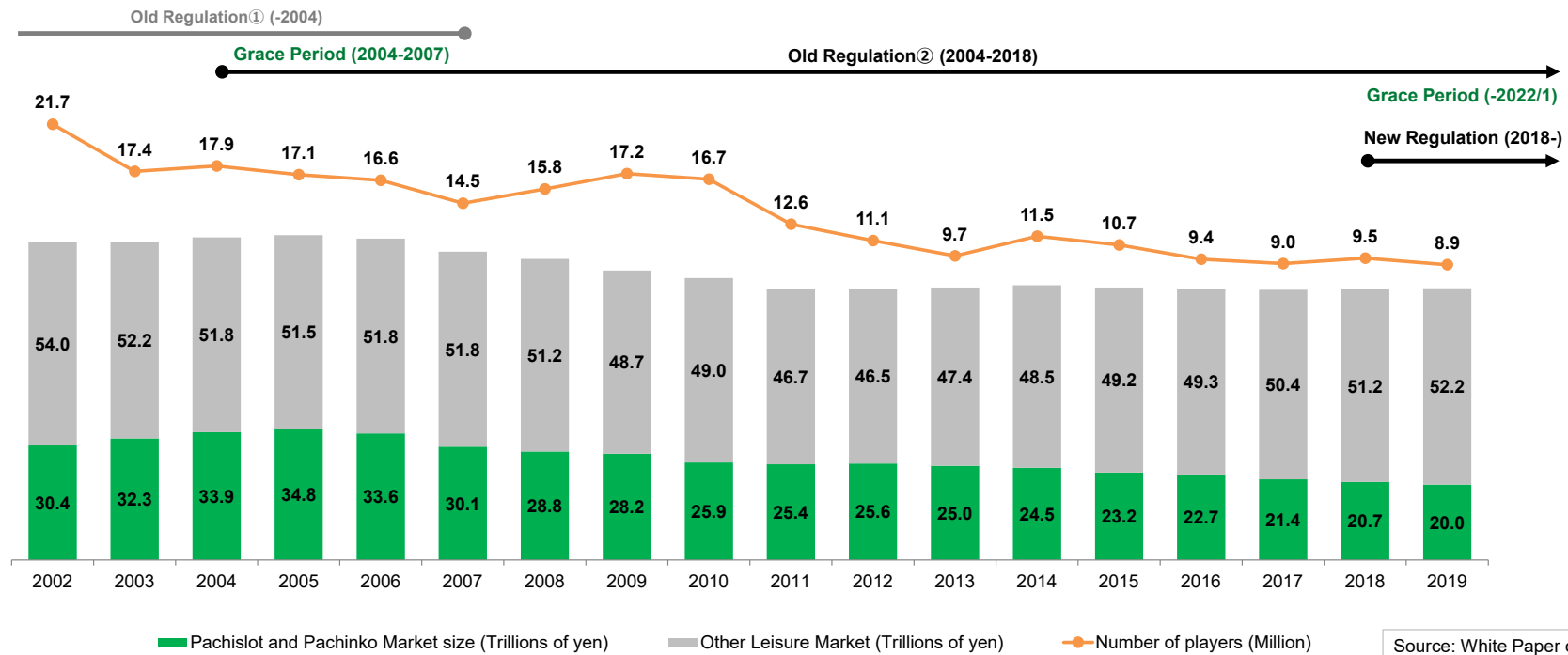


Number of Amusement Facilities / Amusement Machine unit installed



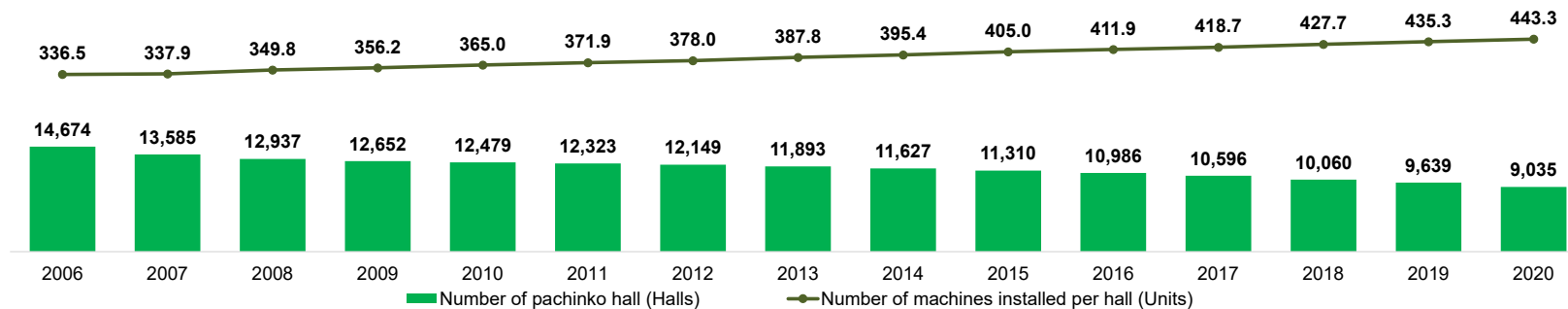
Source: JAIA, National Police Agency

Transition of market size and number of players



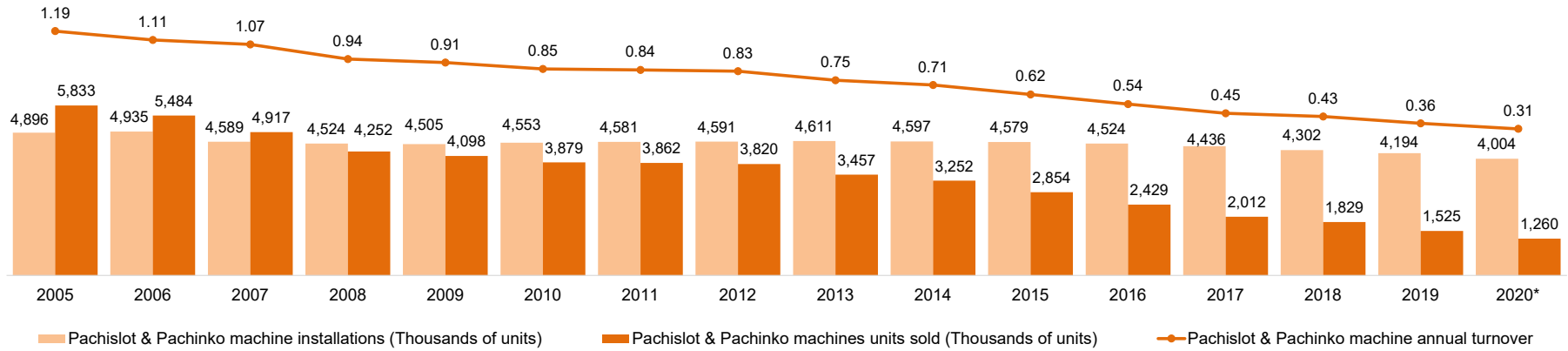
Source: White Paper on Leisure Industry 2020, Japan Productivity Center

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

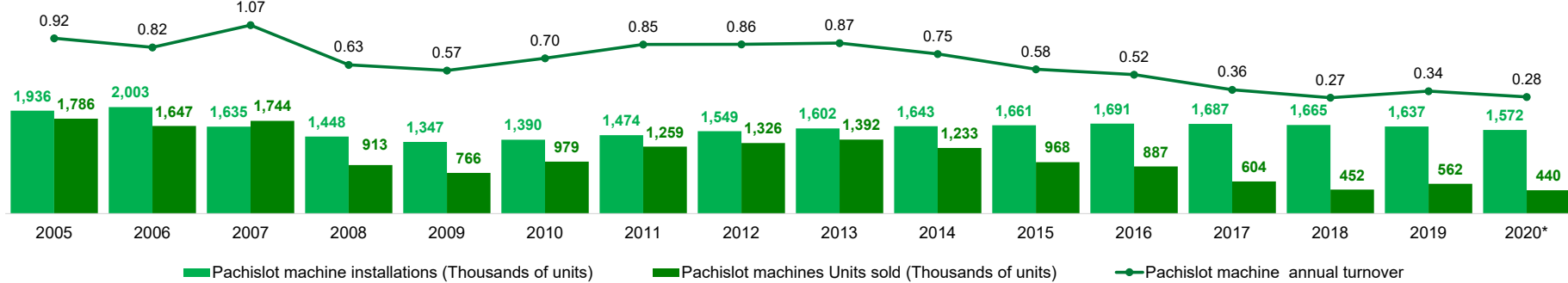


Sources : National Police Agency

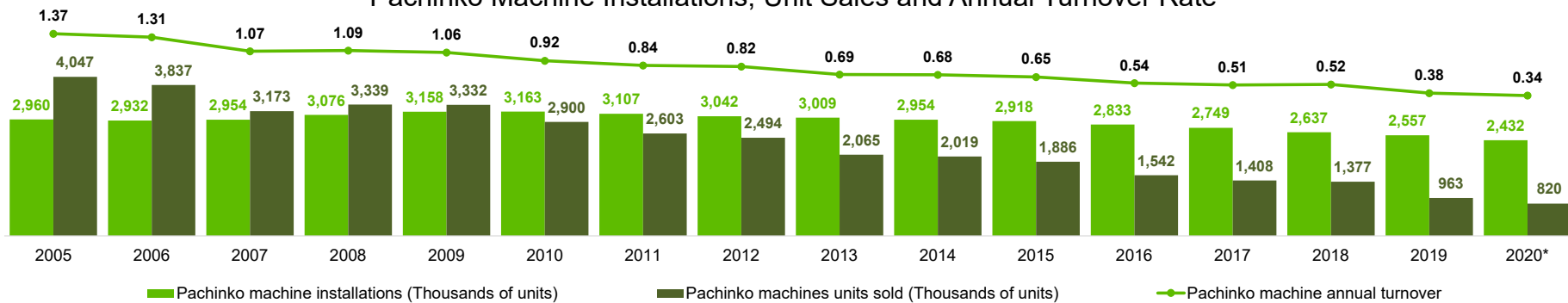
Pachislot & Pachinko Machine Installations, Unit Sales and Annual Turnover



Pachislot Machine Installations, Unit Sales and Annual Turnover Rate

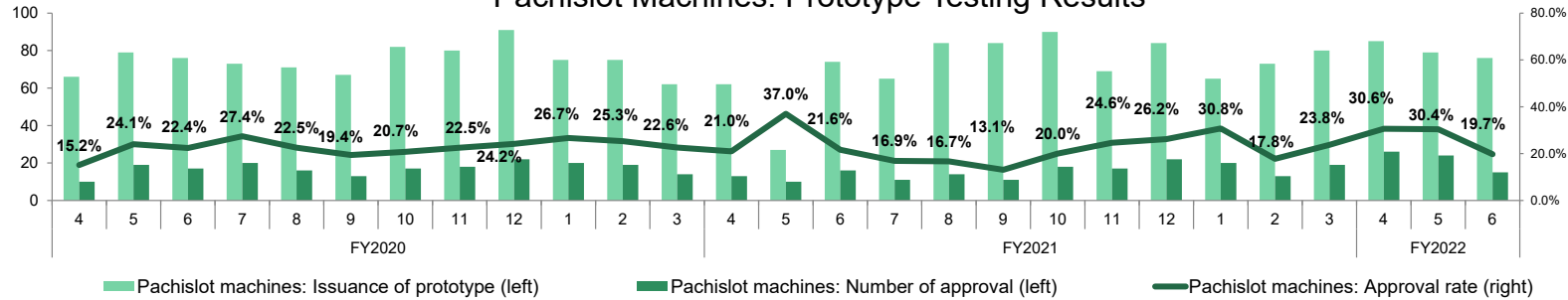


Pachinko Machine Installations, Unit Sales and Annual Turnover Rate

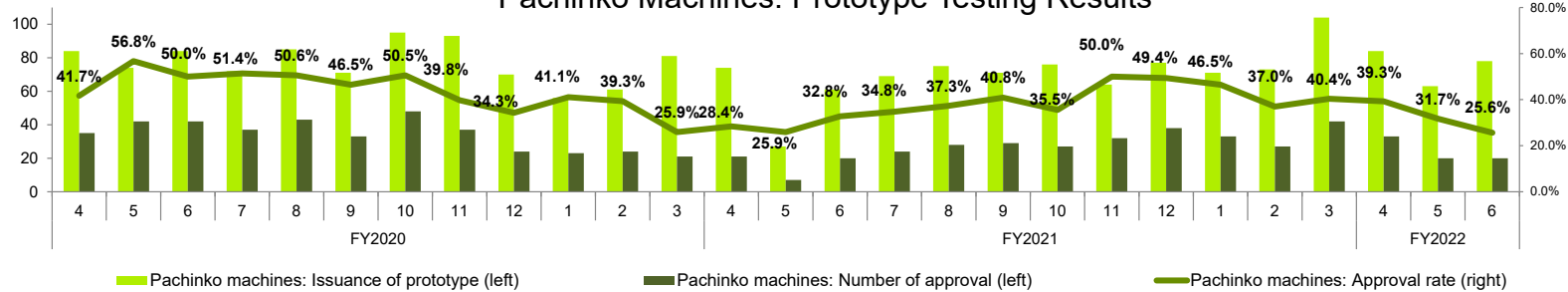


Sources: National Police Agency and Yano research Institute Ltd.
(*The data for 2020 are in-house estimations)

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		
	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



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

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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.

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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/>