

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q3 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	Q2	Q3	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year Forecast (announced on Nov 8)	Revised Full Year Forecast (announced on Feb 10)	
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	115.7	186.1	247.6	97.0	167.6	217.8	107.4	177.8	230.0	232.5	
	Consumer	26.7	29.1	34.4	35.3	32.4	29.0	41.0	33.3	29.5	41.7	48.4	55.8	90.2	125.5	61.4	102.4	135.7	71.2	119.6	152.5	156.0	
	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	24.6	41.1	51.0	13.6	25.6	35.7	23.2	36.0	48.5	48.5	
	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	11.7	20.3	26.2	9.0	17.1	23.2	11.5	20.4	27.0	26.0	
	Other / Elimination	0.6	1.0	0.6	0.7	0.4	0.8	0.7	0.3	1.0	0.5	0.3	1.6	2.2	2.9	1.2	1.9	2.2	1.5	1.8	2.0	2.0	
	Operating Income	5.2	8.0	3.8	-0.5	8.1	6.8	15.0	-2.0	8.4	13.8	13.1	13.2	17.0	16.5	14.9	29.9	27.9	22.2	35.3	31.5	34.5	
	Consumer	5.3	4.4	2.4	2.6	12.5	7.8	10.6	0.5	6.5	11.9	11.0	9.7	12.1	14.7	20.3	30.9	31.4	18.4	29.4	26.5	30.5	
	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	0.7	1.1	-0.6	-1.9	-0.1	-1.6	2.3	3.0	3.7	2.8	
	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	1.2	2.1	1.7	2.9	2.7	0.2	2.1	2.1	1.7	3.8	2.6	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	-0.9	-0.9	-1.7	-1.0	-1.6	-2.6	-0.2	-0.9	-1.3	-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	12.8	16.0	16.2	16.8	33.1	27.9	22.7	36.8	32.5	36.0		
Pachislot & Pachinko	Sales	17.1	27.1	42.1	22.2	2.7	8.0	26.6	15.8	10.3	13.0	28.5	44.2	86.3	108.5	10.7	37.3	53.1	23.3	51.8	65.0	73.5	
	Pachislot	7.0	4.1	35.1	7.9	0.2	1.8	2.8	9.1	3.4	8.6	7.4	11.1	46.2	54.1	2.0	4.8	13.9	12.0	19.4	26.1	28.8	
	Pachinko	5.4	18.4	3.0	10.6	0.0	3.7	20.9	3.9	4.7	2.4	19.2	23.8	26.8	37.4	3.7	24.6	28.5	7.1	26.3	32.6	36.8	
	Other / Elimination	4.7	4.6	4.0	3.7	2.5	2.5	2.9	2.8	2.2	2.0	1.9	9.3	13.3	17.0	5.0	7.9	10.7	4.2	6.1	6.3	7.9	
Operating Income	1.0	6.3	12.6	3.3	-8.4	-3.6	3.8	-2.4	-1.6	-0.1	7.0	7.3	19.9	23.2	-12.0	-8.2	-10.6	-1.7	5.3	2.0	8.0		
Ordinary Income	0.9	6.3	12.2	3.3	-8.5	-3.9	3.7	-2.6	-1.4	0.1	7.3	7.2	19.4	22.7	-12.4	-8.7	-11.3	-1.3	6.0	2.5	8.5		
Resort	Sales	2.4	3.1	2.7	2.2	0.4	1.8	2.6	1.5	1.5	2.3	2.8	5.5	8.2	10.4	2.2	4.8	6.3	3.8	6.6	9.5	8.5	
	Operating Income	-0.8	-0.7	-0.8	-1.3	-1.7	-0.9	-0.5	-1.0	-1.1	-0.7	-0.1	-1.5	-2.3	-3.6	-2.6	-3.1	-4.1	-1.8	-1.9	-2.3	-3.0	
	Ordinary Income	-1.6	-1.5	-0.2	-2.0	-2.1	-2.5	-2.0	-2.3	-1.9	-2.0	-0.7	-3.1	-3.3	-5.3	-4.6	-6.6	-8.9	-3.9	-4.6	-6.5	-7.0	
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	0.0	0.0	0.0	0.3	0.4	0.5	0.3	0.5	0.5	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	-4.4	-6.6	-8.5	-3.3	-5.1	-6.7	-4.1	-6.1	-8.2	-8.5	
	Ordinary Income	-1.9	-2.4	-2.0	-2.1	-1.6	-1.7	-2.0	-0.7	-1.8	-1.0	-2.1	-4.3	-6.3	-8.4	-3.3	-5.3	-6.0	-2.8	-4.9	-7.0	-7.5	
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	165.5	280.8	366.5	110.2	210.1	277.7	134.8	236.7	305.0	315.0	
	Operating Income	3.4	11.2	13.4	-0.4	-3.8	0.8	16.5	-7.0	3.8	10.8	18.0	14.6	28.0	27.6	-3.0	13.5	6.5	14.6	32.6	23.0	31.0	
	Ordinary Income	2.3	10.3	13.2	-0.6	-4.0	0.5	16.0	-10.8	3.4	11.3	18.6	12.6	25.8	25.2	-3.5	12.5	1.7	14.7	33.3	21.5	30.0	
	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	12.5	28.3	27.1	-23.1	-8.8	-9.8	15.1	35.5	21.5	34.5	
	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	9.8	22.9	13.7	-21.7	-6.2	1.2	12.0	29.4	15.0	26.5	

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q3 FY2022/3)

■ Major Expenses / Capital Expenditure

(Billion yen)		2020/3				2021/3				2022/3		
		Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Q3
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
	Advertising	3.0	3.4	3.8	3.9	1.7	2.8	3.3	3.7	2.2	3.9	3.7
	Depreciation	2.1	2.1	2.2	2.5	2.2	2.3	0.7	1.5	0.8	0.9	0.9
	Cap-ex	4.0	4.3	4.6	5.3	2.2	2.8	3.5	1.9	1.5	1.4	1.6
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
	Advertising	0.2	0.6	0.4	0.3	0.1	0.6	0.3	0.2	0.2	0.6	0.5
	Depreciation	1.0	0.9	0.9	0.8	0.8	0.9	0.9	0.8	0.5	0.7	0.7
	Cap-ex	0.9	0.9	0.7	1.0	1.1	0.7	0.7	0.8	1.2	1.1	0.8
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
	Advertising	0.1	0.1	0.1	0.1	0.0	0.1	0.1	0.0	0.0	0.2	0.1
	Depreciation	0.2	0.3	0.3	0.3	0.2	0.2	0.3	0.2	0.1	0.2	0.2
	Cap-ex	0.0	0.1	0.0	0.1	0.0	0.0	0.1	0.0	0.1	0.1	0.1
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
	Advertising	0.3	0.8	0.1	0.2	0.2	0.1	0.2	0.2	0.4	0.4	0.2
	Depreciation	0.3	0.4	0.2	0.3	0.4	0.3	0.3	0.1	0.4	0.1	0.3
	Cap-ex	0.2	0.1	0.3	0.3	0.3	0.1	-0.1	0.4	0.3	0.0	0.3
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
	Advertising	3.6	4.9	4.4	4.5	2.0	3.6	3.9	4.1	2.8	5.1	4.5
	Depreciation	3.6	3.7	3.6	3.9	3.6	3.7	2.2	2.6	1.8	1.9	2.1
	Cap-ex	5.1	5.4	5.6	6.7	3.6	3.6	4.2	3.1	3.1	2.6	2.8

2020/3			2021/3			2022/3		
Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year
24.7	42.3	58.6	19.0	30.8	45.5	23.4	36.1	55.8
6.4	10.2	14.1	4.5	7.8	11.5	6.1	9.8	15.4
4.2	6.4	8.9	4.5	5.2	6.7	1.7	2.6	3.6
8.3	12.9	18.2	5.0	8.5	10.4	2.9	4.5	5.7
8.9	14.3	18.1	9.3	12.6	16.3	6.6	10.0	13.4
0.8	1.2	1.5	0.7	1.0	1.2	0.8	1.3	2.8
1.9	2.8	3.6	1.7	2.6	3.4	1.2	1.9	2.4
1.8	2.5	3.5	1.8	2.5	3.3	2.3	3.1	7.1
0.0	0.1	0.1	0.0	0.1	0.2	0.0	0.0	0.1
0.2	0.3	0.4	0.1	0.2	0.2	0.2	0.3	0.4
0.5	0.8	1.1	0.4	0.7	0.9	0.3	0.5	0.8
0.1	0.1	0.2	0.0	0.1	0.1	0.2	0.3	0.6
-0.1	-0.3	-0.3	0.0	0.0	-0.1	0.0	0.1	0.1
1.1	1.2	1.4	0.3	0.5	0.7	0.8	1.0	1.7
0.7	0.9	1.2	0.7	1.0	1.1	0.5	0.8	0.9
0.3	0.6	0.9	0.4	0.3	0.7	0.3	0.6	0.9
33.5	56.4	76.5	28.3	43.5	61.9	30.0	46.2	69.4
8.5	12.9	17.4	5.6	9.5	13.6	7.9	12.4	20.3
7.3	10.9	14.8	7.3	9.5	12.1	3.7	5.8	7.7
10.5	16.1	22.8	7.2	11.4	14.5	5.7	8.5	14.3

■ 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
Entertainment Contents		5,769	5,923	6,200	6,168	6,284	6,340	5,394	5,369	5,464	5,541	5,612
Pachislot & Pachinko		1,581	1,575	1,579	1,449	1,458	1,457	1,446	1,022	1,057	1,052	1,050
Resort		725	724	714	707	732	729	714	699	714	701	682
Others		431	443	463	474	510	525	526	445	435	431	426
Consolidated total		8,506	8,665	8,956	8,798	8,984	9,051	8,080	7,535	7,670	7,725	7,770
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%
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%

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q3 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	Q2	Q3	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year Forecast (announced on Nov 8)	Revised Full Year Forecast (announced on Feb 10)
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	55.8	90.2	125.5	61.4	102.4	135.7	71.2	119.6	152.5	156.0
	Domestic	12.9	14.1	18.9	18.3	12.4	15.5	20.8	15.9	13.0	17.9	19.4	27.0	45.9	64.2	27.9	48.7	64.6	30.9	50.3	63.4	65.0
	Overseas	13.9	15.1	16.4	18.5	19.6	13.8	20.9	18.1	16.7	23.6	29.1	29.0	45.4	63.9	33.4	54.3	72.4	40.3	69.4	89.2	91.0
	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%	52.0%	50.3%	50.9%	54.4%	53.0%	53.4%	56.6%	58.0%	58.5%	58.3%
	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	-1.2	-2.6	0.1	-0.6	-1.3	0.0	-0.1	-0.1	0.0
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	19.4	37.8	57.0	25.2	42.6	55.1	30.7	50.3	66.8	66.3
	New titles	7.3	4.0	14.3	13.5	2.0	3.2	8.6	6.1	3.0	13.0	13.1	11.3	25.6	39.1	5.2	13.8	19.9	16.0	29.1	39.5	40.3
	Japan	0.2	0.4	6.9	5.0	0.0	0.1	1.7	0.3	0.2	2.2	3.0	0.6	7.5	12.5	0.1	1.8	2.1	2.4	5.4	-	-
	Asia	0.4	0.1	0.6	2.4	0.7	0.3	0.2	0.5	0.1	0.8	1.1	0.5	1.1	3.5	1.0	1.2	1.7	0.9	2.0	-	-
	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	16.9	22.9	4.1	10.6	16.0	12.7	21.7	-	-
	Repeat sales	4.2	3.9	4.0	5.7	12.3	7.6	8.9	6.4	8.0	6.7	6.5	8.1	12.1	17.8	19.9	28.8	35.2	14.7	21.2	27.3	26.0
	Japan	0.5	0.6	0.4	1.2	1.7	1.0	1.0	0.8	0.8	1.2	0.8	1.1	1.5	2.7	2.7	3.7	4.5	2.0	2.8	-	-
	Asia	0.3	0.5	0.3	0.6	0.5	0.6	0.4	0.7	0.7	0.7	0.4	0.8	1.1	1.7	1.1	1.5	2.2	1.4	1.8	-	-
	NA / EU	3.3	2.8	3.3	3.9	9.9	6.2	7.4	5.0	6.4	4.9	5.3	6.1	9.4	13.3	16.1	23.5	28.5	11.3	16.6	-	-
	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%	90.2%	75.4%	72.6%	88.5%	86.4%	87.8%	85.7%	83.7%	-	-
	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%	58.6%	48.4%	46.0%	67.7%	62.8%	63.8%	65.3%	60.7%	70.0%	65.0%
	F2P	9.1	9.0	9.5	10.5	11.1	14.4	15.6	13.0	12.4	13.7	14.7	18.1	27.6	38.1	25.5	41.1	54.1	26.1	40.8	55.4	53.6
	Japan	8.4	8.5	8.9	9.5	9.1	12.4	14.0	11.7	10.9	12.2	13.4	16.9	25.8	35.3	21.5	35.5	47.2	23.2	36.6	-	-
	Asia	0.0	0.0	0.1	0.2	0.0	0.1	0.1	0.0	0.0	0.0	0.3	0.0	0.1	0.3	0.1	0.2	0.2	0.0	0.3	-	-
	NA / EU	0.6	0.5	0.5	0.8	1.9	2.0	1.4	1.3	1.4	1.4	1.0	1.1	1.6	2.4	3.9	5.3	6.6	2.9	3.9	-	-
	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	12.7	18.2	24.5	11.4	16.4	20.6	6.8	10.2	12.8	13.3
	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	4.7	7.0	9.1	5.2	7.3	8.2	3.4	4.6	6.6	6.1
	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	0.6	2.3	4.4	4.8	7.2	9.7	2.3	3.4	4.5	4.4
	Titles released in FY2021/3	-	-	-	-	1.5	2.6	6.1	5.4	4.5	4.1	7.0	-	-	-	4.1	10.2	15.6	8.6	15.6	18.2	20.1
	Titles released in FY2022/3	-	-	-	-	-	-	-	-	1.6	3.4	2.0	-	-	-	-	-	-	5.0	7.0	13.3	9.6
	Other	6.1	12.3	7.4	7.2	6.5	4.1	8.8	8.3	6.2	8.3	14.1	18.4	25.8	33.0	10.6	19.4	27.7	14.5	28.6	30.4	36.1

■ 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	Q2	Q3	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year Forecast (announced on Nov 8)	Revised Full Year Forecast (announced on Feb 10)
No. of titles	Japan	2	1	6	2	0	0	2	0	0	3	2	3	9	11	0	2	2	3	5	6	6
	Asia	3	0	3	6	1	0	3	2	1	3	3	3	6	12	1	4	6	4	7	10	9
	NA / EU	4	3	4	2	3	2	4	1	3	3	5	7	11	13	5	9	10	6	11	14	13
Unit sales (Thousands)	Total	6,490	5,610	8,470	8,000	12,980	6,100	15,120	7,570	6,580	7,460	7,930	12,100	20,570	28,570	19,080	34,200	41,770	14,040	21,970	33,670	27,520
	New titles total	2,300	1,250	3,910	4,020	790	390	2,590	2,250	1,060	2,440	3,130	3,550	7,460	11,480	1,180	3,770	6,020	3,500	6,630	9,320	8,700
	Japan	60	110	1,010	730	10	10	350	60	50	360	370	170	1,180	1,910	20	370	430	410	780	740	830
	Asia	130	0	170	480	150	50	60	100	50	200	250	130	300	780	200	260	360	250	500	840	820
	NA / EU	2,110	1,130	2,730	2,820	620	340	2,170	2,090	960	1,880	2,510	3,240	5,970	8,790	960	3,130	5,220	2,840	5,350	7,740	7,050
	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	8,550	13,110	17,090	17,900	30,420	35,750	10,540	15,340	24,350	18,820
	Japan	210	230	140	300	460	230	300	240	290	370	290	440	580	880	690	990	1,230	660	950	990	1,110
	Asia	110	170	100	200	240	270	190	300	340	340	200	280	380	580	510	700	1,000	680	880	1,080	1,050
	NA / EU	3,860	3,960	4,320	3,480	11,480	5,210	12,040	4,780	4,890	4,310	4,300	7,820	12,140	15,620	16,690	28,730	33,510	9,200	13,500	22,280	16,660

■ 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	Q2	Q3	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year Forecast (announced on Nov 8)	Revised Full Year Forecast (announced on Feb 10)
F2P	No. of new titles launched	1	3	0	0	2	2	1	0	2	0	0	4	4	4	4	5	5	2	2	3	3
	No. of titles ended services	-4	-2	-1	-1	-1	0	-1	0	-2	0	0	-6	-7	-8	-1	-2	-2	-2	-2	-2	-2
	No. of titles in operation at FY end	20	21	20	19	20	22	22	22	22	22	22	21	20	19	22	22	22	22	22	23	23

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q3 FY2022/3)

■ 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	Q2	Q3	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year Forecast (announced on Nov 8)	Revised Full Year Forecast (announced on Feb 10)
Pachislot	0	1	2	2	0	1	2	2	2	2	2	1	3	5	1	3	5	4	6	8	10
Unit sales (units)	17,930	10,430	77,500	17,476	485	4,400	7,602	22,786	9,554	21,630	17,738	28,360	105,860	123,336	4,885	12,487	35,273	31,184	48,922	67,000	73,000
Pachinko	2	2	1	2	0	2	1	1	2	1	2	4	5	7	2	3	4	3	5	6	5
Number of titles	16,212	49,928	8,954	29,487	177	11,165	48,017	9,654	15,038	8,080	40,907	66,140	75,094	104,581	11,342	59,359	69,013	23,118	64,025	77,000	95,000
Unit sales (units)	8,020	7,830	3,028	14,178	54	1,133	45,387	7,067	3,437	1,447	36,115	15,850	18,878	33,056	1,187	46,574	53,641	4,884	40,999	52,000	55,000
Board + Frame Board	8,192	42,098	5,926	15,309	123	10,032	2,630	2,587	11,601	6,633	4,792	50,290	56,216	71,525	10,155	12,785	15,372	18,234	23,026	25,000	40,000

■ 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	Q2	Q3	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year	Thru Q2	Thru Q3	Full Year Forecast (announced on Nov 8)	Revised Full Year Forecast (announced on Feb 10)
PSR	189	265	204	181	44	167	219	122	140	187	244	454	658	839	211	430	552	327	571	724	778
No. of facility users	75	119	89	76	12	66	99	46	48	76	109	194	283	359	78	177	223	124	233	295	326
3 accommodation facilities	25	21	24	22	9	22	26	18	22	21	27	46	70	92	31	57	75	43	70	92	98
2 golf courses	89	125	91	83	23	79	94	58	70	90	108	214	305	388	102	196	254	160	268	337	354
Other facilities	82	99	105	96	66	35	36	37	34	25	21	181	286	382	101	137	174	59	80	-	-
P City																					
No. of casino users																					

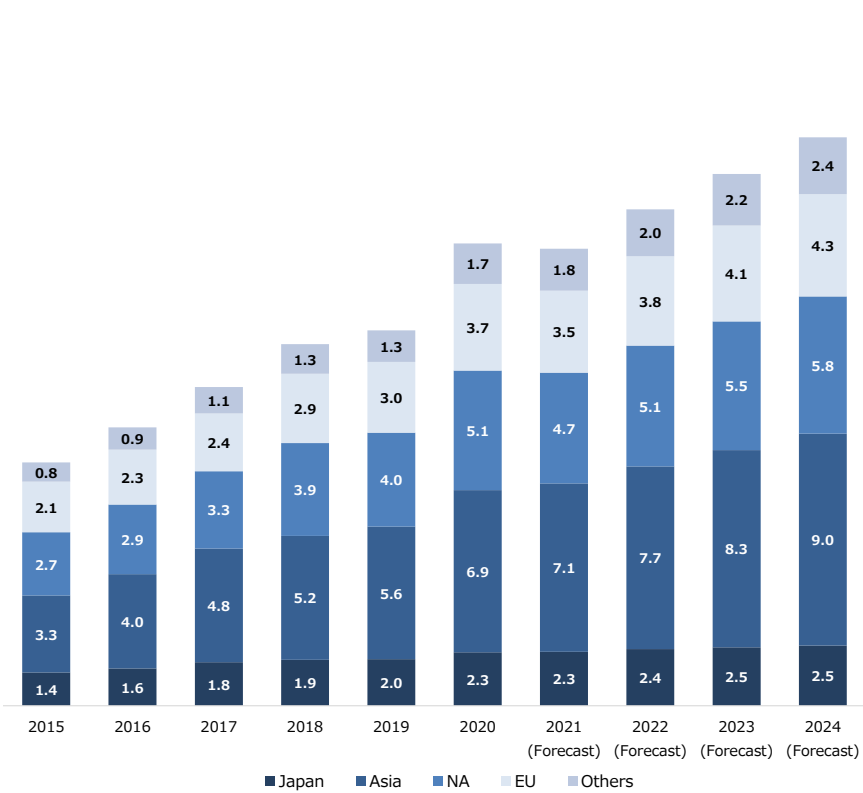
※PSR=Phoenix Seagaia Resort P City=Paradise City

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

Consumer Games Markets Scale

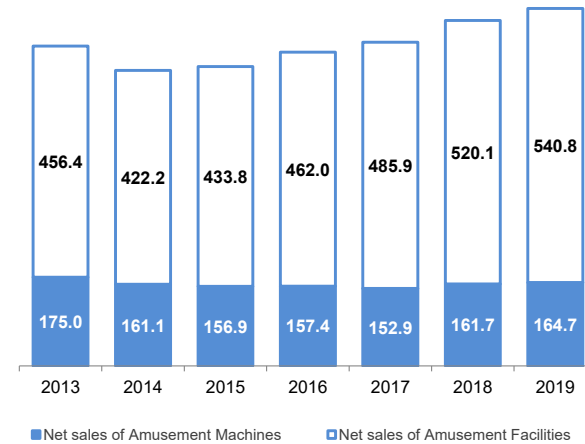
Market size trend of Consumer games (JPY trillions)



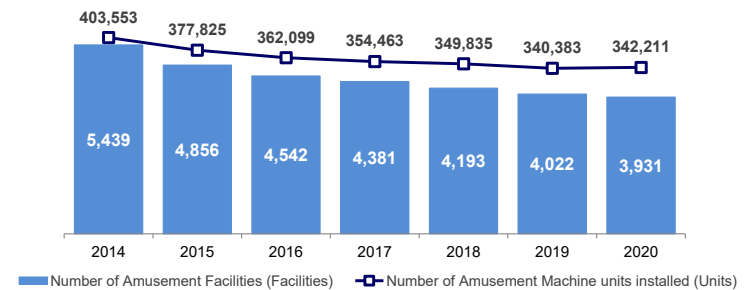
Source: In-house estimation based on data from "Newzoo Global Games Market Data June 2021"
(*Exchange rate: 1 USD = 110 JPY)

Amusement Machine and Amusement Center Operations Markets Scale

Amusement Machine / Facilities sales (JPY billion)

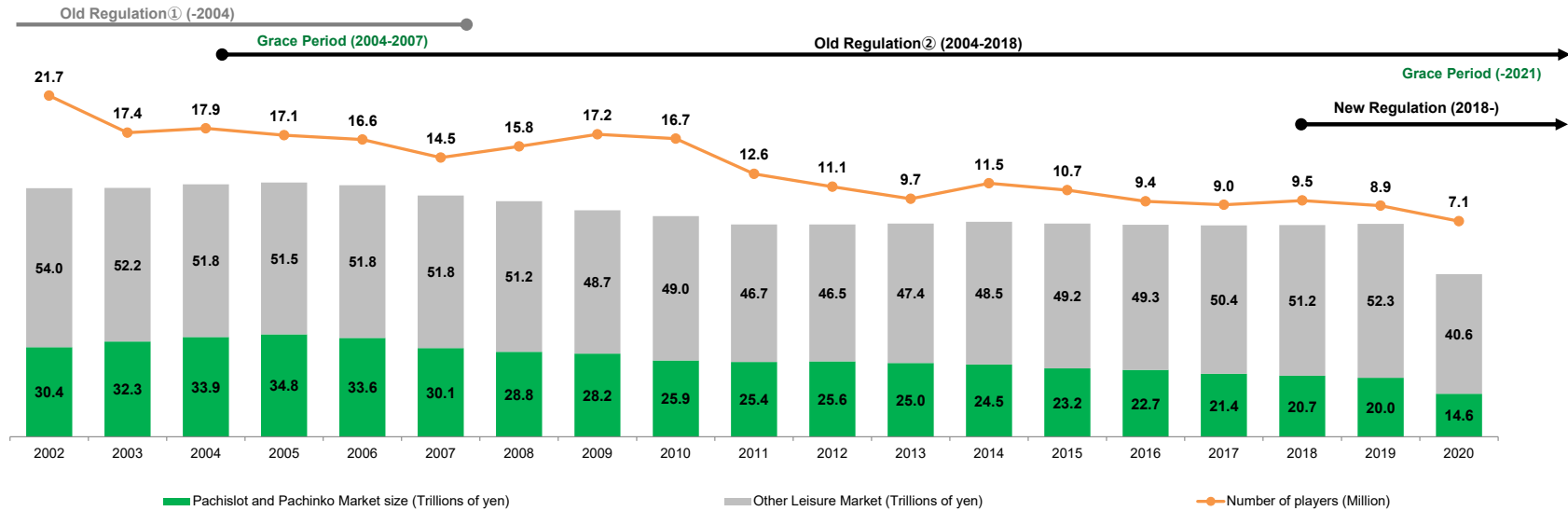


Number of Amusement Facilities / Amusement Machine unit installed



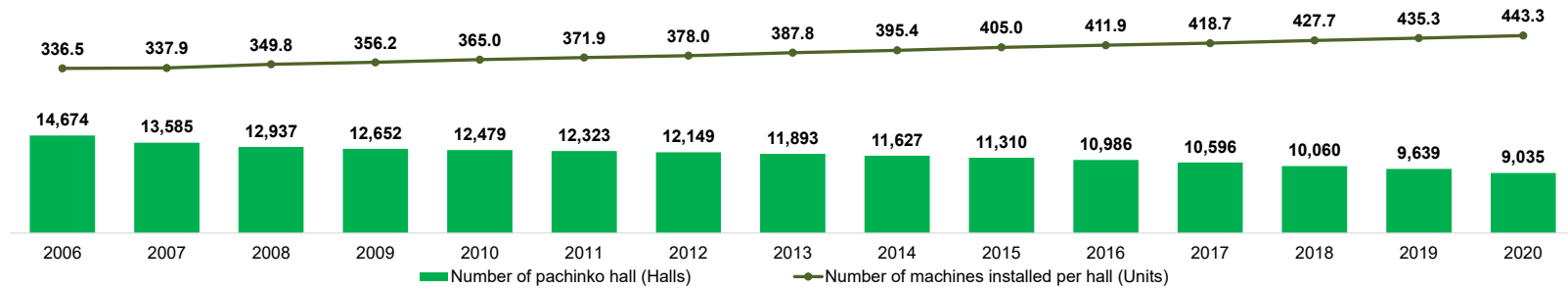
Source: JAIA, National Police Agency

Transition of market size and number of players



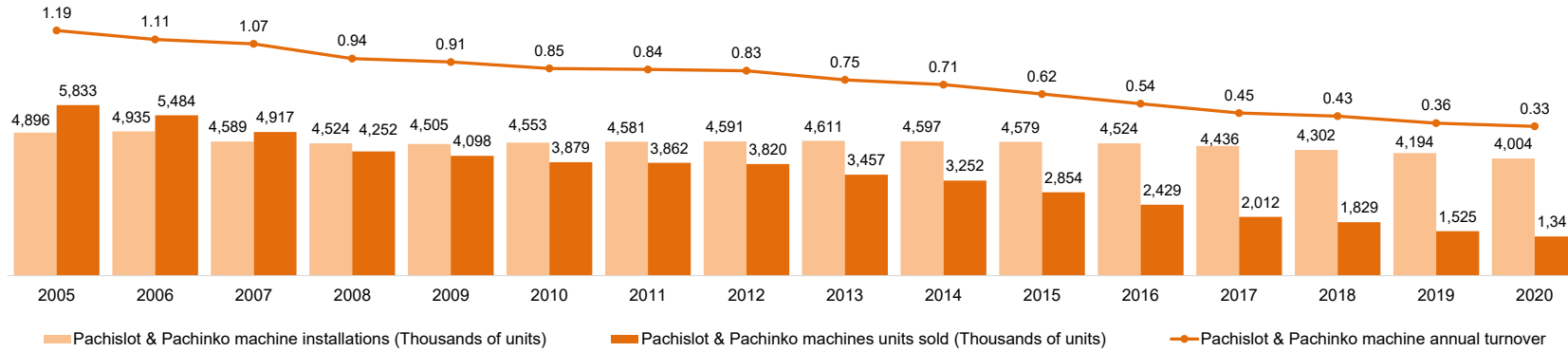
Source: White Paper on Leisure Industry 2021, Japan Productivity Center

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

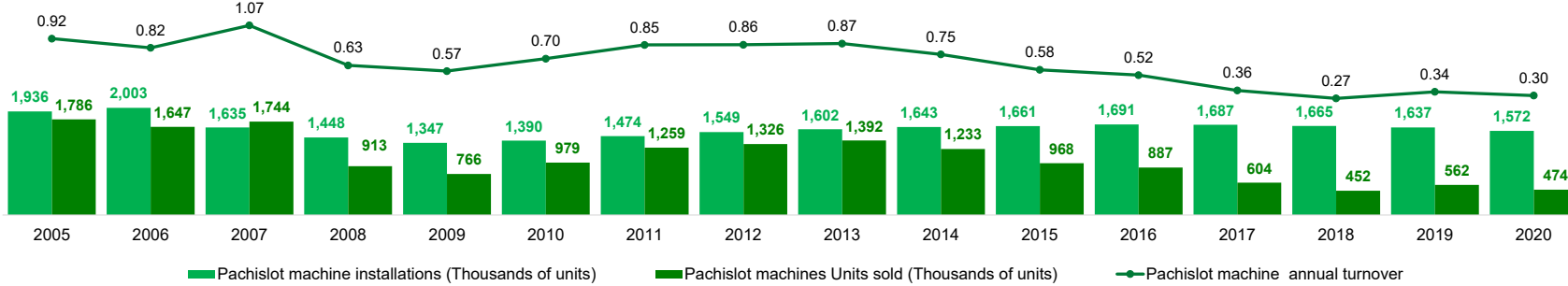


Sources : National Police Agency

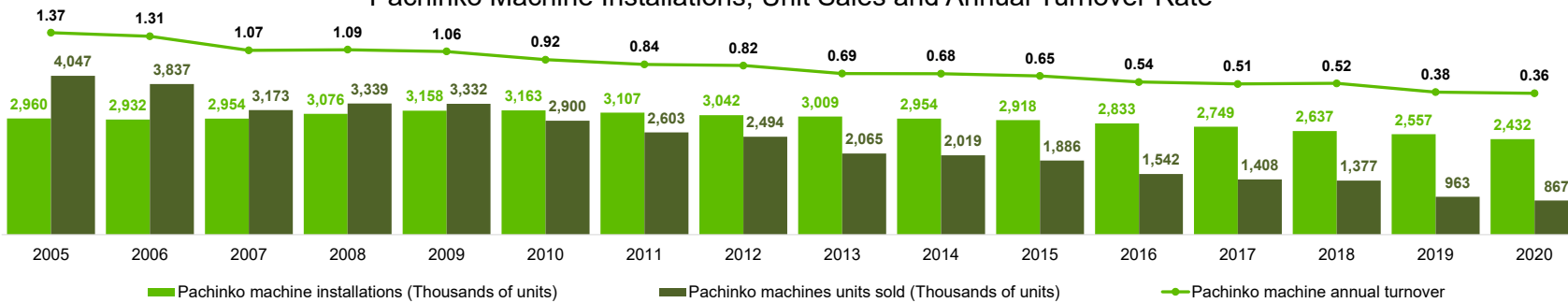
Pachislot & Pachinko Machine Installations, Unit Sales and Annual Turnover



Pachislot Machine Installations, Unit Sales and Annual Turnover Rate



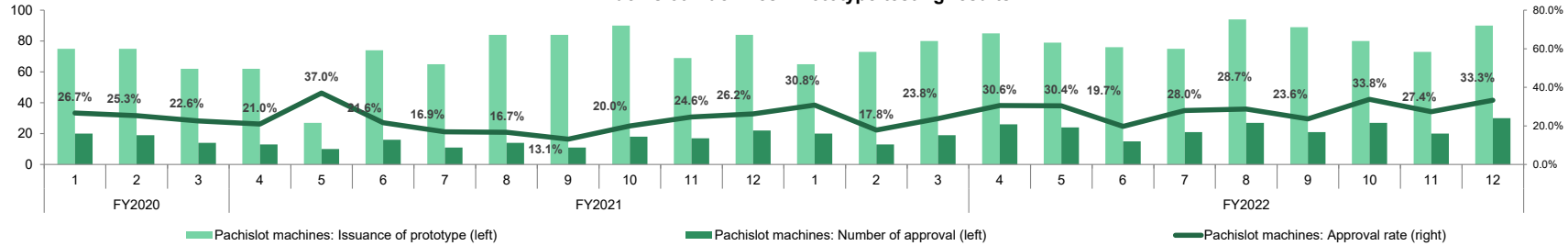
Pachinko Machine Installations, Unit Sales and Annual Turnover Rate



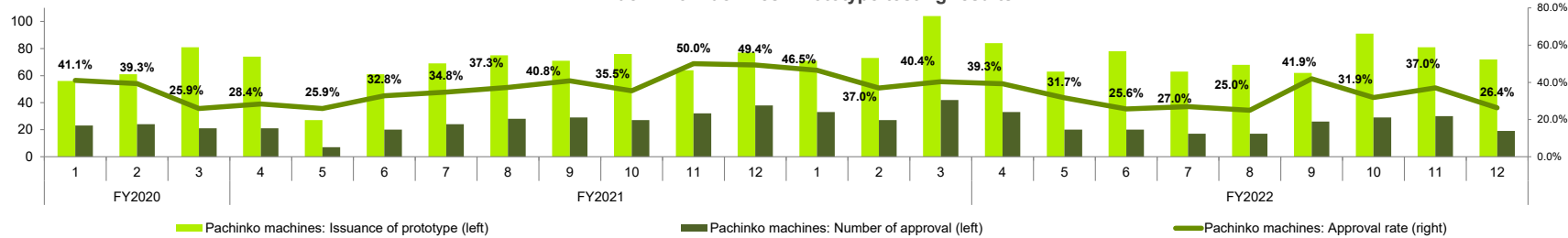
Sources: National Police Agency and Yano Research Institute Ltd. "Pachinko Manufacturer Trends 2021"

SEGA SAMMY HOLDINGS INC.
Data Appendix (Q3 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 DENSHI	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 DENSHI	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 DENSHI	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 DENSHI	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%	Enterrise	57,000	6.4%	YAMASA	38,000	6.3%	UNIVERSAL	37,365	8.3%	KITA DENSHI	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%										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



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

[Disclaimer]

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.

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/>