

Q2 for the Fiscal Year Ending March 2024 Results Presentation

2023/11/8

Disclaimer

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FY2024/3 Q2 Results / Forecast

- **Revision of full-year forecasts** (see page 5 for details)
- **Commencement of structural reform in the Consumer area (CS)** (announced on September 28, 2023)
Plan to review title portfolio and reduce fixed expenses, mainly at European bases
Losses of approx. 14.3 billion yen associated with this structural reform are expected to be recorded during this FY
- **Commencement of consolidation of Rovio Entertainment Corporation (Rovio)**
Rovio became a consolidated subsidiary of the Company as of August 31
Began to incorporate Rovio into the consolidated financial results of the Company from September

Results Highlights

(Billion yen)	FY2023/3		FY2024/3		
	Through Q2	Full Year Results	Through Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Sales	150.0	389.6	221.1	433.0	474.0
Entertainment Contents	116.6	282.8	121.0	305.0	327.0
Pachislot and Pachinko Machines	27.5	94.2	93.4	115.0	134.0
Resort	5.6	11.5	6.0	12.0	12.0
Other / Elimination	0.3	1.1	0.7	1.0	1.0
Operating Income	9.5	46.7	39.5	55.0	60.0
Entertainment Contents	13.8	38.7	7.4	43.5	34.5
Pachislot and Pachinko Machines	1.3	20.0	38.8	24.5	39.0
Resort	-0.4	-1.1	-0.4	-1.0	-1.0
Other / Elimination	-5.2	-10.9	-6.3	-12.0	-12.5
Non-operating income	4.9	4.9	3.6	4.0	6.0
Non-operating expenses	2.2	2.2	1.1	1.0	3.0
Ordinary Income	12.3	49.4	42.0	58.0	63.0
Entertainment Contents	17.2	41.1	9.0	45.0	36.5
Pachislot and Pachinko Machines	2.0	20.7	39.3	25.0	39.5
Resort	-2.3	-3.2	0.2	0.0	0.0
Other / Elimination	-4.6	-9.2	-6.5	-12.0	-13.0
Ordinary Income Margin	8.2%	12.7%	19.0%	13.4%	13.3%
Extraordinary income	0.0	0.0	0.2	-	0.2
Extraordinary losses	0.2	2.4	9.7	-	13.2
Income before income taxes	12.0	47.0	32.5	58.0	50.0
Profit attributable to owners of parent	9.6	45.9	23.1	40.0	35.0
ROE	-	14.7%	-	-	-
Dividends per share (JPY)	20.00	59.00	23.00	47.00	47.00

FY2024/3 Q2 Results

- **Significant increase in sales and profit YoY due to strong performance of pachislot & pachinko**
 - Entertainment*: Ordinary income was weak while sales were steady. Recorded losses due to structural reform
 - Pachislot & Pachinko: Strong performance centered on pachislot
 - Resort: Steady performance both in Japan and overseas

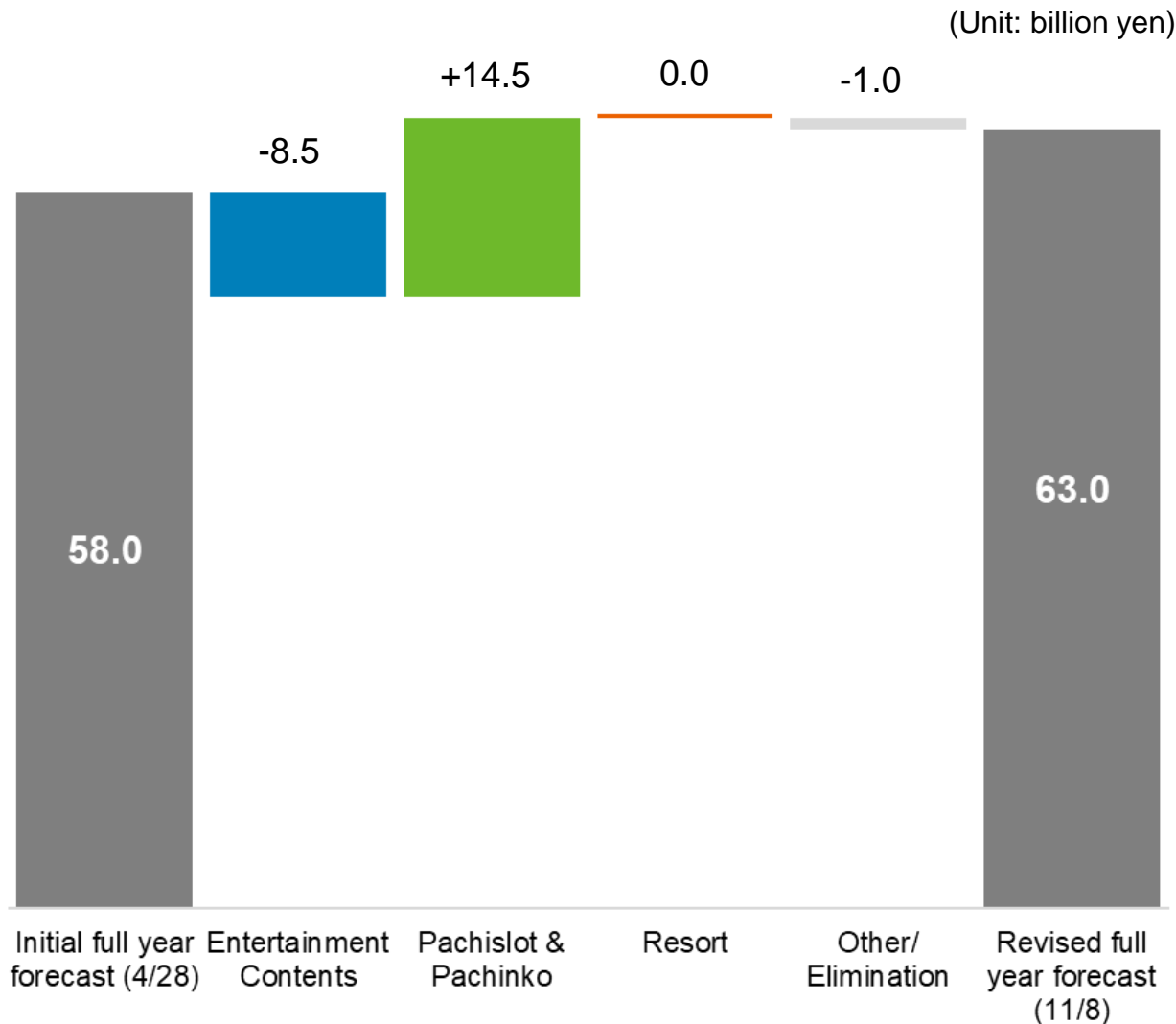
Forecast

- **Revise the full-year forecast of Entertainment downward**
 - Entertainment: Plan to sell mainstay new titles. Implement structural reform (CS*)
 - Pachinko & Pachislot: Proceed with the sales of both pachislot and pachinko machines
 - Resort: Expect the recovery which exceeds the initial expectation mainly overseas

*Entertainment = Entertainment Contents Business, CS = Consumer area

Revision of Operating Results Forecast

[Ordinary Income by Segment: Change from Initial Forecast]



➤ Entertainment Contents Business

- While sales of repeat titles of Full Game performed steady, some new titles in Full Game and new title in F2P went below expectations (CS*)
- Impact of raw material price hikes due to yen depreciation continues (AM*, Toy)

➤ Pachislot & Pachinko Machines Business

- Pachislot performed strong

*CS = Consumer area, AM = Amusement Machine area

Breakdown of Income (FY2024/3 Q2 Results)



(Unit: billion yen)



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

Non-operating income	3.6
Equity in earnings of affiliates	1.1
Gain on investments in partnership	0.7
Interest income	0.7
Foreign exchange gains	0.5
Non-operating expenses	1.1
Loss on investments in partnership	0.4
Extraordinary Income	0.2
Extraordinary losses	9.7
Loss on business restructuring	9.5
Taxes/Others	9.3

Impact of Exchange Rate Fluctuations

[Impact of foreign exchange on Q2 results]

- **Positive impact of approx. 3.5 billion yen for sales and approx. 0.5 billion yen for operating income in Entertainment Contents business thru Q2**

(Billion yen)		Q1	Q2
CS*	Sales	+1.4	+2.5
	Operating Income	+0.6	+0.5
AM*	Sales	-	-
	Operating Income	-0.2	-0.3

- 1 USD: Rate in initial forecast 127 yen → AR141 yen (Mainly affect on **sales increase**)
- 1 GBP: Rate in initial forecast 160 yen → AR177 yen (Mainly affect on **cost increase**)
- 1 Euro: Rate in initial forecast 141 yen → AR153 yen (Mainly affect on **sales increase**)

- **Recorded foreign exchange gain of 0.5 billion yen in non-operating income due to revaluation and settlement of receivables and payables denominated in foreign currencies**

*CS = Consumer area, AM = Amusement Machine area

Costs and Expenses, etc.

■ Entertainment Contents

(Billion yen)	FY2022/3				FY2023/3				FY2024/3		FY2024/3	
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
R&D / Content production expenses	9.9	13.5	12.7	18.3	11.9	14.8	16.4	22.9	12.5	17.5	68.9	66.6
Advertising expenses	2.2	3.9	3.7	4.4	2.7	5.0	6.3	6.7	3.1	6.0	23.6	32.7
Depreciation	0.8	0.9	0.9	1.1	0.9	1.0	0.9	1.0	0.9	1.1	3.6	4.0
Cap-ex	1.5	1.4	1.6	2.8	1.1	1.1	1.7	2.0	1.9	1.2	6.1	5.6

■ Pachislot & Pachinko

(Billion yen)	FY2022/3				FY2023/3				FY2024/3		FY2024/3	
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
R&D / Content production expenses	3.4	3.2	3.4	4.4	3.0	3.5	3.7	4.2	3.1	3.5	15.5	13.4
Advertising expenses	0.2	0.6	0.5	0.3	0.3	0.3	0.3	0.8	0.8	0.6	4.0	2.9
Depreciation	0.5	0.7	0.7	0.8	0.6	0.7	0.7	0.7	0.5	0.7	3.0	3.0
Cap-ex	1.2	1.1	0.8	1.0	1.0	1.0	1.0	1.2	0.8	1.1	5.4	5.4

*Recognition criteria of R&D and Content Production Expenses by business segments

- Entertainment Contents business (Full Game (CS)): Expenses are capitalized as inventory assets or intangible assets during development and booked as expenses after launch. 25% will be amortized in first month and the rest will be amortized over a period of 23 months using the straight-line method (Total amortization period is 24 months)
- Entertainment Contents business (F2P (CS)): Expenses are amortized over a period of 24 or 36 months using the straight-line method
- Entertainment Contents business (AM): Expenses are capitalized as inventory assets during development and booked as expenses after launch. They will be amortized 15% per first 2 months and the rest will be amortized 7% per 10 months using the straight-line method (Total amortization period is 12 months)
- Pachislot and Pachinko Machines business: Expenses aren't capitalized but are recognized as they arise (outsourced process expenses recognized when work is inspected)

*Full Game (CS) are anticipated to be sold for a longer period due to recent longer product lifecycle compared with conventional length, so the amortization rule has been revised as above from new titles to be launched in FY2024/3.

Titles released by FY2023/3 will be amortized 40%, 15%, 5% per first 3 months and the rest will be amortized 2% per 21 months using the straight-line method.

Content development amortization expenses of Entertainment Contents business as a whole is expected to be reduced for approx. 4.6 billion yen in FY2024/3.

Costs and Expenses, etc.



■ Resort

(Billion yen)	FY2022/3				FY2023/3				FY2024/3		FY2024/3	
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
R&D / Content production expenses	0.0	0.0	0.0	0.1	0.0	0.0	0.0	0.1	0.0	0.0	0.0	0.0
Advertising expenses	0.0	0.2	0.1	0.0	0.0	0.1	0.1	0.1	0.0	0.2	0.5	0.4
Depreciation	0.1	0.2	0.2	0.1	0.1	0.2	0.1	0.2	0.1	0.2	0.7	0.6
Cap-ex	0.1	0.1	0.1	0.1	0.5	0.1	0.4	0.2	0.0	0.2	0.4	0.3

■ Other / Elimination

(Billion yen)	FY2022/3				FY2023/3				FY2024/3		FY2024/3	
	Q1	Q2	Q3	Q4	Q1	Q2	Q3	Q4	Q1	Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
R&D / Content production expenses	0.1	-0.1	0.1	-0.1	0.0	0.0	0.1	-0.2	0.1	-0.1	0.1	0.0
Advertising expenses	0.4	0.4	0.2	0.3	0.3	0.7	0.2	0.2	0.3	0.6	1.2	1.8
Depreciation	0.4	0.1	0.3	0.2	0.5	0.1	0.3	0.2	0.4	0.1	1.0	1.0
Cap-ex	0.3	0.0	0.3	0.6	0.2	0.0	0.2	0.1	0.3	0.1	1.6	1.9

Consolidated Balance Sheet Summary



(Billion yen)	【Assets】			【Liabilities and Net Assets】				
	Account	As of end of Mar. 2023	As of end of Sep. 2023	Increase /Decrease	Account	As of end of Mar. 2023	As of end of Sep. 2023	Increase /Decrease
	Cash and Deposits	179.5	186.5	+7.0	Accounts Payable	30.5	28.3	-2.2
	Accounts Receivable	53.3	59.3	+6.0	Short Term Borrowings	17.0	117.4	+100.4
	Inventories	89.4	92.0	+2.6	Other	72.8	76.7	+3.9
	Other	31.6	48.7	+17.1	Total Current Liabilities	120.3	222.4	+102.1
	Total Current Assets	353.8	386.5	+32.7	Corporate Bonds	10.0	10.0	-
	Tangible Fixed Assets	60.4	61.8	+1.4	Long Term Borrowings	25.0	25.0	-
	Intangible Fixed Assets	13.2	84.0	+70.8	Other	14.8	17.1	+2.3
	Investment Securities	39.5	51.1	+11.6	Total Noncurrent Liabilities	49.8	52.1	+2.3
	Other	34.6	47.7	+13.1	Total Liabilities	170.2	274.5	+104.3
	Total Noncurrent Assets	147.7	244.6	+96.9	Shareholders' Equity	326.7	340.3	+13.6
	Total Assets	501.5	631.1	+129.6	Total accumulated other comprehensive income	4.0	14.9	+10.9
					Share acquisition rights	0.4	0.6	+0.2
					Non-controlling interests	0.0	0.7	+0.7
					Total Net Assets	331.3	356.6	+25.3
					Total Liabilities and Net Assets	501.5	631.1	+129.6

Main factors for increase/decrease

	As of end of Mar. 2023	As of end of Sep. 2023	Increase /Decrease
Cash, deposits and cash equivalents	179.5	203.7	+24.2
Interest bearing debt	52.0	152.4	+100.4
Net cash	127.5	51.3	-76.2
Equity ratio	66.0%	56.3%	-9.7p

(Assets)

As for current assets, cash and deposits and securities increased due to the inclusion of Rovio in the scope of consolidation. Fixed assets also increased due to increased goodwill as a result of the acquisition of Rovio

(Liabilities)

Short term borrowings increased

(Net assets)

Shareholders' equity increased mainly due to the recording of profit attributable to owners of parent, despite the payment of dividends. In addition, foreign currency exchange adjustments increased

➤ **Status of share buybacks** (announced on April 28 and August 31, 2023)

- **Plan to acquire treasury stocks based on our return policy**

*No progress has been made at this time due to procedural reasons (as of October 31, 2023)

(Reference) Details of the resolution regarding the acquisition of treasury stock:

- Upper limit of acquisition cost: 10.0 billion yen
- Upper limit of the number of shares to be acquired: 8 million shares
- Acquisition period: From May 1, 2023 to March 29, 2024

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Per Segments Results / Forecast

(Billion yen)	FY2023/3		FY2024/3		
	Through Q2	Full Year Results	Through Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Sales	116.6	282.8	121.0	305.0	327.0
Consumer	75.0	187.9	77.9	205.0	227.5
Amusement Machine	28.4	64.9	29.3	63.5	65.0
Animation / Toy	12.9	29.3	13.5	36.0	34.0
Other / Elimination	0.3	0.7	0.3	0.5	0.5
Operating Income	13.8	38.7	7.4	43.5	34.5
Consumer	10.6	32.8	5.0	36.0	30.0
Amusement Machine	0.9	2.9	2.4	5.0	4.0
Animation / Toy	2.3	4.5	1.8	4.5	3.8
Other / Elimination	0.0	-1.5	-1.8	-2.0	-3.3
Non-operating income	3.5	2.8	2.0	1.8	3.5
Non-operating expenses	0.1	0.4	0.3	0.3	1.5
Ordinary Income	17.2	41.1	9.0	45.0	36.5
Ordinary Income Margin	14.8%	14.5%	7.4%	14.8%	11.2%

<Exchange rates>

FY2024/3 initial forecast: 1 USD = 127 yen, 1 GBP = 160 yen, 1 euro = 141 yen

FY2024/3 Q2 AR: 1 USD = 141 yen, 1 GBP = 177 yen, 1 euro = 153 yen

At the revision of forecast: 1 USD = 140 yen, 1 GBP = 172 yen, 1 euro = 151 yen

FY2024/3 Q2 Results

➤ Sales increased and profits decreased YoY

- Full Game and new title in F2P went weak (CS*)
- Steady sales in the prizes category (AM*)
- Recorded the allocated revenue from *DETECTIVE CONAN: Black Iron Submarine* and other revenue (Animation)

Forecast

➤ Launch of new titles will proceed in each area

- Plan to sell several major new titles (CS)
- Strengthen sales in the prize category. Continue to closely monitor impact of raw material price hikes (AM)
- Closely monitor the impact of exchange rate fluctuations (CS, AM)

*CS = Consumer area, AM = Amusement Machine area

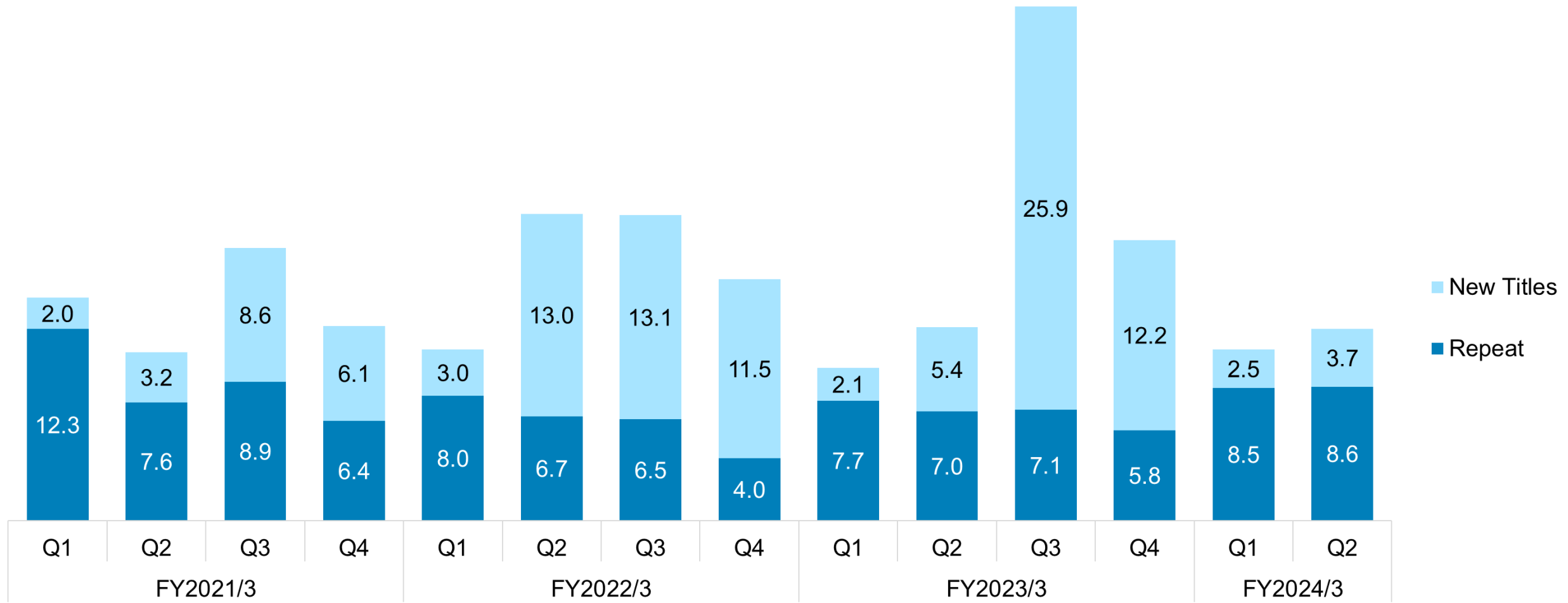
Entertainment Content Business Sub-segment



		FY2024/3 Q2 Results	Forecast
Consumer	Full Game	<ul style="list-style-type: none"> New titles went weak, sales and profit of repeat titles went steady Released two new titles 	<ul style="list-style-type: none"> Launch new mainstay titles Sonic, Like a Dragon, Persona series, etc.
	F2P	<ul style="list-style-type: none"> Existing titles performed steadily 	<ul style="list-style-type: none"> Strengthen operation of existing titles Service of <i>404 GAME RE:SET -Error Game Reset-</i>, a new title in this FY, is scheduled to end in Jan. 2024
	Other	<ul style="list-style-type: none"> Recorded license revenue from IPs, etc. Positive impact of exchange rate fluctuations 	<ul style="list-style-type: none"> Record license revenue from IPs, etc. Closely monitor the impact of exchange rate fluctuations
Amusement Machine		<ul style="list-style-type: none"> Steady performance centered on sales of <i>UFO Catcher®</i> series and prizes 	<ul style="list-style-type: none"> Strengthen sales in the prize category Plan to launch two medal game machines Closely monitor the impact of exchange rate fluctuations
Animation & Toy	Animation	<ul style="list-style-type: none"> Recorded allocated revenue of <i>DETECTIVE CONAN: Black Iron Submarine</i> and other revenue 	<ul style="list-style-type: none"> Plan to record revenues from video production and distribution, etc.
	Toy	<ul style="list-style-type: none"> Mainly sold regular products, etc. 	<ul style="list-style-type: none"> Plan to sell new products and regular products, etc.

Consumer Area / Full Game: Sales Trend

(Unit: billion yen)



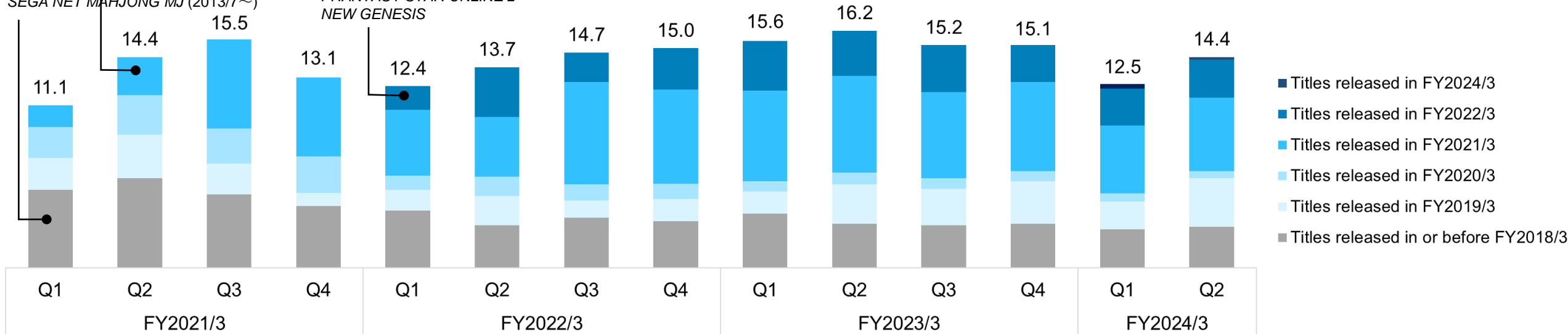
Consumer Area / F2P: Sales Trend

Project SEKAI COLORFUL STAGE feat. Hatsune Miku

(Unit: billion yen)

PHANTASY STAR ONLINE 2 (2012/7~)
SEGA NET MAHJONG MJ (2013/7~)

PHANTASY STAR ONLINE 2
NEW GENESIS



[Top 3 titles in sales from July to September 2023]

(No. 1)



Project SEKAI COLORFUL STAGE! feat. Hatsune Miku

© SEGA/© CP/© CFM

Release: Sep. 2020

(No. 2)



PHANTASY STAR ONLINE 2 NEW GENESIS ver.2

©SEGA

Release: Jun. 2021 *ver.2 released in Jun. 2023

(No. 3)



SEGA NET MAHJONG MJ

©SEGA

Release: Jul. 2013

(Reference) Consumer Area: Sales Trend

(Billion yen)	FY2023/3				FY2024/3			
	Q1	Through Q2	Through Q3	Through Q4	Q1	Through Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Sales	34.7	75.0	142.5	187.9	33.7	77.9	205.0	227.5
Domestic	15.7	33.8	52.4	71.4	14.5	32.2	71.6	71.4
Overseas	19.2	41.1	89.8	116.7	19.3	45.8	135.4	156.2
Overseas sales ratio	55.3%	54.8%	63.0%	62.1%	57.3%	58.8%	66.0%	68.7%
Other / Elimination	-0.2	0.1	0.3	-0.2	-0.1	-0.1	-2.0	-0.1
Full Game	9.9	22.3	55.3	73.2	11.0	23.4	108.1	94.6
New titles	2.1	7.5	33.4	45.6	2.5	6.2	75.8	64.0
Japan	0.5	1.7	3.6	5.0	0.7	0.8	9.5	11.1
Asia	0.5	1.1	3.5	5.3	0.1	0.3	5.4	5.7
North America / Europe	1.0	4.6	26.3	35.2	1.5	5.0	60.8	47.1
Repeat titles	7.7	14.7	21.8	27.6	8.5	17.1	32.3	30.5
Japan	0.8	1.7	2.4	3.0	1.0	2.0	2.4	3.5
Asia	0.8	1.5	2.2	2.8	1.0	2.6	2.4	4.2
North America / Europe	6.1	11.5	17.1	21.6	6.3	12.4	27.5	22.7
Download sales ratio	74.9%	74.5%	66.0%	69.7%	57.1%	54.6%	68.2%	56.9%
F2P	15.6	31.8	47.0	62.1	12.5	26.9	64.0	54.3
Japan	13.0	27.1	39.9	53.2	10.8	23.4	51.6	46.0
Asia	0.5	0.5	0.5	0.6	-	-	0.7	0.6
North America / Europe	2.0	4.1	6.5	8.2	1.7	3.4	11.6	7.5
Other	9.2	20.9	40.2	52.6	10.2	27.6	32.9	78.6
Rovio	-	-	-	-	-	3.4	-	23.9

• 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.

• Sales forecast of Rovio in full year forecast is estimation of SEGA SAMMY HOLDINGS

(Reference) Consumer Area / Full Game: Unit Sales Trend



	FY2023/3				FY2024/3			
	Q1	Through Q2	Through Q3	Through Q4	Q1	Through Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Full Game: Number of Titles								
Japan	3 titles	7 titles	11 titles	15 titles	2 titles	3 titles	12 titles	11 titles
Asia	3 titles	7 titles	11 titles	15 titles	2 titles	3 titles	13 titles	12 titles
North America / Europe	3 titles	7 titles	12 titles	16 titles	2 titles	3 titles	14 titles	13 titles
Full Game: Unit sales (Thousand)	5,140	10,140	20,750	27,890	4,870	10,520	34,480	28,090
Total New titles	440	1,480	6,970	10,090	740	1,660	14,120	11,020
Japan	90	250	640	1,090	160	190	1,370	1,590
Asia	110	260	860	1,350	40	100	930	1,000
North America / Europe	230	960	5,460	7,640	540	1,360	11,800	8,420
Total Repeat titles	4,700	8,650	13,770	17,790	4,120	8,850	20,360	17,060
Japan	260	760	1,080	1,380	430	830	1,130	1,510
Asia	410	750	1,390	1,840	470	1,220	1,280	2,200
North America / Europe	4,030	7,120	11,290	14,560	3,210	6,790	17,930	13,340

*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]

(Thousand units)	FY2023/3				FY2024/3	
	Q1	Through Q2	Through Q3	Through Q4	Q1	Through Q2
Sonic series	1,460	2,630	6,750	8,150	1,220	2,710
Total War series	420	950	1,750	2,300	310	870
Persona series	270	500	2,040	3,270	630	1,380
Like a Dragon series*	470	960	1,730	2,830	510	1,190

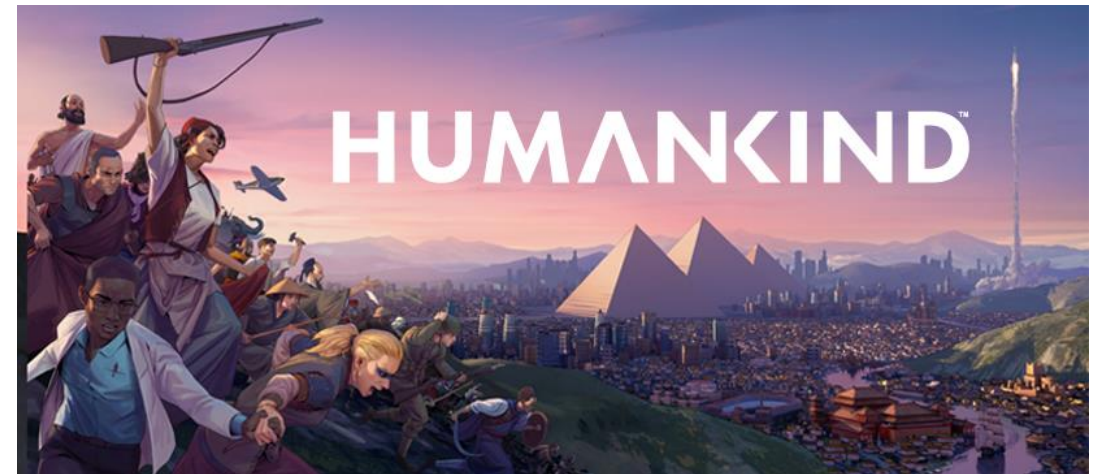
*Like a Dragon series includes Judgment series

(Reference) Consumer Area / Full Game: Major New Titles

[Titles released in Q2, FY2024/3] *Figures in () to the right of the titles are actual release dates



Samba de Amigo: Party Central (Aug. 30)
©SEGA



HUMAN KIND™ (for Console) (Aug. 22)
©Amplitude Studios SAS. ©SEGA

(Reference) Entertainment Contents Business: Sales Schedule



~FY2024/3 Q2

In or after FY2024/3 Q3 (Plan)

Consumer	Full Game	New titles	Company of Heroes 3 – Console Edition	HUMANKIND™ (for Console)	Total War: PHARAOH	Like a Dragon Gaiden: The Man Who Erased His Name
			Etrian Odyssey Origins Collection	Samba de Amigo: Party Central	Sonic Superstars	Persona 5 Tactical
			Sonic Origins Plus		ENDLESS™ Dungeon	Like a Dragon: Infinite Wealth
					Football Manager 2024	Persona 3 Reload
					Unicorn Overlord	
		Repeat	Sonic Series / Persona Series / Total War Series / Football Manager Series / Like a Dragon Series, etc.			
F2P	In or before FY2019	PHANTASY STAR ONLINE 2 / Puyo Puyo!! Quest / CHAIN CHRONICLE / SHIN MEGAMI TENSEI Liberation Dx2 / SEGA Pocket Club Manager				
	FY2020/3~	FIST OF THE NORTH STAR LEGENDS ReVIVE				
	FY2021/3~	Project SEKAI COLORFUL STAGE! feat. Hatsune Miku				
	FY2022/3~	PHANTASY STAR ONLINE 2 NEW GENESIS ver.2				
	From FY2024/3	404 GAME RE:SET -Error Game Reset-				

*Only announced titles are listed for “In or after FY2024/3 Q3 (Plan)”

(Reference) Entertainment Contents Business: Sales Schedule

~FY2024/3 Q2

In or after FY2024/3 Q3 (Plan)

Amusement Machine

<Major titles in operation> *StarHorse4 / EIKETSU TAISEN / maimai DX / CHUNITHM / O.N.G.E.K.I. / MJ ARCADE*
INITIAL D THE ARCADE / KanColle Arcade / Fate Grand Order Arcade / HORI A TALE / romakyun

Major regular sales titles> *UFO Catcher® series / Prizes for prize machines*

UFO CATCHER 10 *BINGO THEATER*
JACKPOT CIRCUS

Animation / Toy

*DETECTIVE CONAN:
Black Iron Submarine*

*ANPANMAN:
Roboly and the Warming Present*

Stream your live with a head set! With a front camera! Fun to change mouse covers! Sumikkogurashi Personal Computer "My Live"

Disney&Pixar Characters Dream Switch Anniversary Gift Set

*Let me treat you!
I am a kitten's doctor*

"ANPANMAN" Talking Picture Book Premium & Knowledgeable Picture Books Set

Fun to change screen covers! Sumikkogurashi Smart Phone with U

Chiikawa's dream talking giant pudding house

*Only announced titles are listed for "In or after FY2024/3 Q3 (Plan)"

Pachislot and Pachinko Machines Business

(Billion yen)	FY2023/3		FY2024/3		
	Through Q2	Full Year Results	Through Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Sales	27.5	94.2	93.4	115.0	134.0
Pachislot	13.7	41.0	64.6	66.6	88.0
Pachinko	9.5	44.2	23.5	37.7	34.2
Other / Elimination	4.3	9.0	5.3	10.7	11.8
Operating Income	1.3	20.0	38.8	24.5	39.0
Non-operating income	0.7	0.8	0.6	0.6	0.8
Non-operating expenses	0.0	0.2	0.1	0.1	0.3
Ordinary Income	2.0	20.7	39.3	25.0	39.5
Ordinary Income Margin	7.3%	22.0%	42.1%	21.7%	29.5%
Pachislot					
Number of Titles	4 titles	8 titles	3 titles	8 titles	7 titles
Unit Sales (units)	34,712	94,966	130,395	146,000	178,000
Pachinko					
Number of Titles	1 title	5 titles	3 titles	6 titles	4 titles
Unit Sales (units)	23,960	103,556	56,498	93,000	84,000
Board + Frame	10,118	52,152	22,945	54,400	27,000
Board	13,842	51,404	33,553	38,600	57,000

*New series are counted as one title
(Titles introduced prior to the previous FY, specification changes, etc. are not included)

FY2024/3 Q2 Results

➤ Significant increase in sales and profit YoY

- Strong performance centered on pachislot continued
- Major titles sold:

Smart Pachislot Hokuto No Ken

Smart Pachislot BIOHAZARD: VENDETTA, etc.

Forecast

➤ Proceed with the sales of both pachislot & pachinko machines

- Pachislot: In addition to additional sales of existing mainstay titles such as *Smart Pachislot Hokuto No Ken*, proceed with the launch of new titles
- Pachinko: Plan to launch multiple titles including *P Psalms of Planets Eureka Seven ANEMONE*

➤ Move the launch timing of some titles to the next fiscal year

(Reference) Pachislot and Pachinko Machines Business: Sales Schedule

New series
Titles which installation
started from previous FY /
Specification changed title



~FY2024/3 Q2

In or after FY2024/3 Q3 (Plan)



(Major titles released in or before Q2)		Delivery	Unit sales
Pachislot	Smart Pachislot Hokuto No Ken	Apr.	67,521 units
	Smart Pachislot BIOHAZARD: VENDETTA	Jul.	33,030 units
	Pachislot Kizumonogatari -Hajimari No Toki-	Sep.	18,156 units
Pachinko	P Hokuto No Ken Bokyosei	May.	17,500 units
	P Aura Battler Dunbine 2 -ZEROLIMIT HYPER-	Apr.	12,642 units
	P Black Lagoon4	Jul.	12,235 units

(Major titles to be released in or after Q3)		Delivery
Pachislot	Pachislot Kabaneri of the Iron Fortress (additional sales)	Oct.
	Smart Pachislot Hokuto No Ken (additional sales)	Oct., Nov.
	Pachislot Psalms of Planets Eureka Seven HI-EVOLUTION ZERO TYPE-ART	Nov.
	Pachislot FIRE DRIFT	Dec.
Pachinko	P Initial D Non-Stop 3000Edition	Oct.
	P Shin Hokuto Muso Chapter 4 Gekokujoutou	Nov.
	P Psalms of Planets Eureka Seven ANEMONE	Dec.

*Unit sales sold only in FY2024/3 are listed

*Only announced titles are listed for "In or after FY2024/3 Q3 (Plan)"

(Billion yen)	FY2023/3		FY2024/3		
	Through Q2	Full Year Results	Through Q2	Full Year Forecast (announced on Apr 28)	Revised Full Year Forecast (announced on Nov 8)
Sales	5.6	11.5	6.0	12.0	12.0
Operating Income	-0.4	-1.1	-0.4	-1.0	-1.0
Non-operating income	0.0	0.1	0.6	1.2	1.1
Non-operating expenses	1.9	2.1	0.0	0.2	0.1
Ordinary Income	-2.3	-3.2	0.2	0.0	0.0
Ordinary Income Margin	-	-	3.3%	-	-

<PHOENIX RESORT>					
No. of facility users (Thousands)	491	946	456	908	923
3 accommodation facilities	206	394	179	374	370
2 golf courses	49	103	47	103	101
Other facilities	236	449	230	431	452

FY2024/3 Q2 Results

➤ **Performed strongly**

- PHOENIX RESORT: In addition to the steady performance of individual customers, recovery of group customers progressed

Forecast

➤ **Expect to return to profitability at the ordinary income level**

- PHOENIX RESORT: In addition to various measures for individual customers and strengthening of CRM, expect continuous recovery of group customers due to the resumption of large MICE events, etc.
- PARADISE SEGASAMMY: Expect profit contribution from incorporation of equity-method

(Reference) Resort Business/PARADISE SEGASAMMY



(KRW Billion)	FY2023/3		FY2024/3
	Through Q2	Full year Results	Through Q2
Sales	90.8	270.5	200.6
Casino	41.1	157.5	145.5
Hotel	43.0	95.9	46.5
Other	6.6	17.0	8.5
Cost of sales	95.1	234.1	155.5
Casino	32.7	100.4	82.3
Hotel	43.1	94.2	52.1
Other	19.1	39.4	21.1
Gross profit	-4.2	36.4	45.0
SG&A	11.5	27.9	18.2
Operating profit	-15.7	8.5	26.8
EBITDA	12.4	65.3	52.4
Net profit	-38.6	-33.9	17.9
Number of casino visitors (Thousands)	48.0	151.0	135.0
		Source: Paradise IR	
SEGASAMMY Equity method acquisition amount (Billion yen)	-1.9	-1.8	0.6

*Paradise Sega Sammy is an equity-method affiliate of the Company

*Paradise Sega Sammy is recorded 3 months behind to our Company due to its December fiscal year end

*Local accounting standards

FY2024/3 Q2 Results

- **Recovery progressed, centered on Japanese VIP customers**
 - Recovery of casino sales progressed centered on Japanese VIP customers
 - Hotel sales continued to achieve high occupancy and room rates by capturing demand for stay type travel in South Korea

Forecast

- **Expect profit contribution from incorporation of equity-method**
 - Casino sales are expected to continue to be driven by strong Japanese VIP customers and a gradual recovery of Chinese VIP customers is also expected, along with continuous recovery trend of international flights serving South Korea

03

Future Initiatives

Consumer Area, Entertainment Contents Business

Decided to implement structural reform to the CS business in European region

Background

- Profitability has been rapidly lowered due to sudden changes in the business environment surrounding the European CS business (sluggish sales and increased costs)
- As a result of reviewing the positioning of this business based on the above situation, we determined that it is necessary to improve its earnings structure by implementing structural reform

Items to be implemented

- In addition to *HYENAS*, cancel some unannounced titles under development
- In accordance with the above, write-down of work in progress was implemented in the Q2 financial results
- Reduction of fixed expenses
(implement rationalization measures including headcount reductions, centered on Creative Assembly)

Future Direction of European Business

- For CS business in Europe, we see potential for re-growth from the perspective of owned IPs and development capabilities for specific genres, and we will improve our earnings structure through structural reform
 - Focus on the strength of each studio and narrow down the lineup (selection and concentration)
 - Review of fixed expenses levels in the European CS business as a whole to an appropriate scale
 - Integration of European and U.S. publishing functions
 - Improve cost structure by sharing marketing functions and strengthening development management and content checking functions
 - Sales promotion through multi-platform and expansion of region roll-out
- Challenge towards global mobile market through Rovio

Goodwill

- Goodwill 71.7 billion yen (reference value)
- Amortization period 15 years
- Amortization method Straight-line method

*Provisional accounting treatment based on reasonable information available at the end of the Q2 of this FY.

*The above figures are for reference only at present as it will be amortized in Euro and we will reassess at the end of fiscal year

Expected Synergy

1. Strengthen global roll-out by utilizing operational expertise owned by Rovio for new and existing titles of SEGA
2. Accelerate the expansion of fan base by sharing and collaborating of multi-media roll-out expertise from IPs owned by SEGA and Rovio
3. SEGA's support for cross-platform roll-out of IPs owned by Rovio



(Reference) Results of Rovio Entertainment

EURO million	2022		2023
	Jan.-Sep.	Full Year Results	Jan.-Sep.
Revenue	240.8	317.7	221.8
EBITDA	37.6	43.3	32.0
Adjusted EBITDA	44.3	53.9	38.7
Operating profit	26.6	28.6	22.4
Adjusted operating profit	33.3	39.2	29.1
Adjusted profit for the period	28.2	31.4	28.4

*Accounting period is January to December

*Local accounting standard

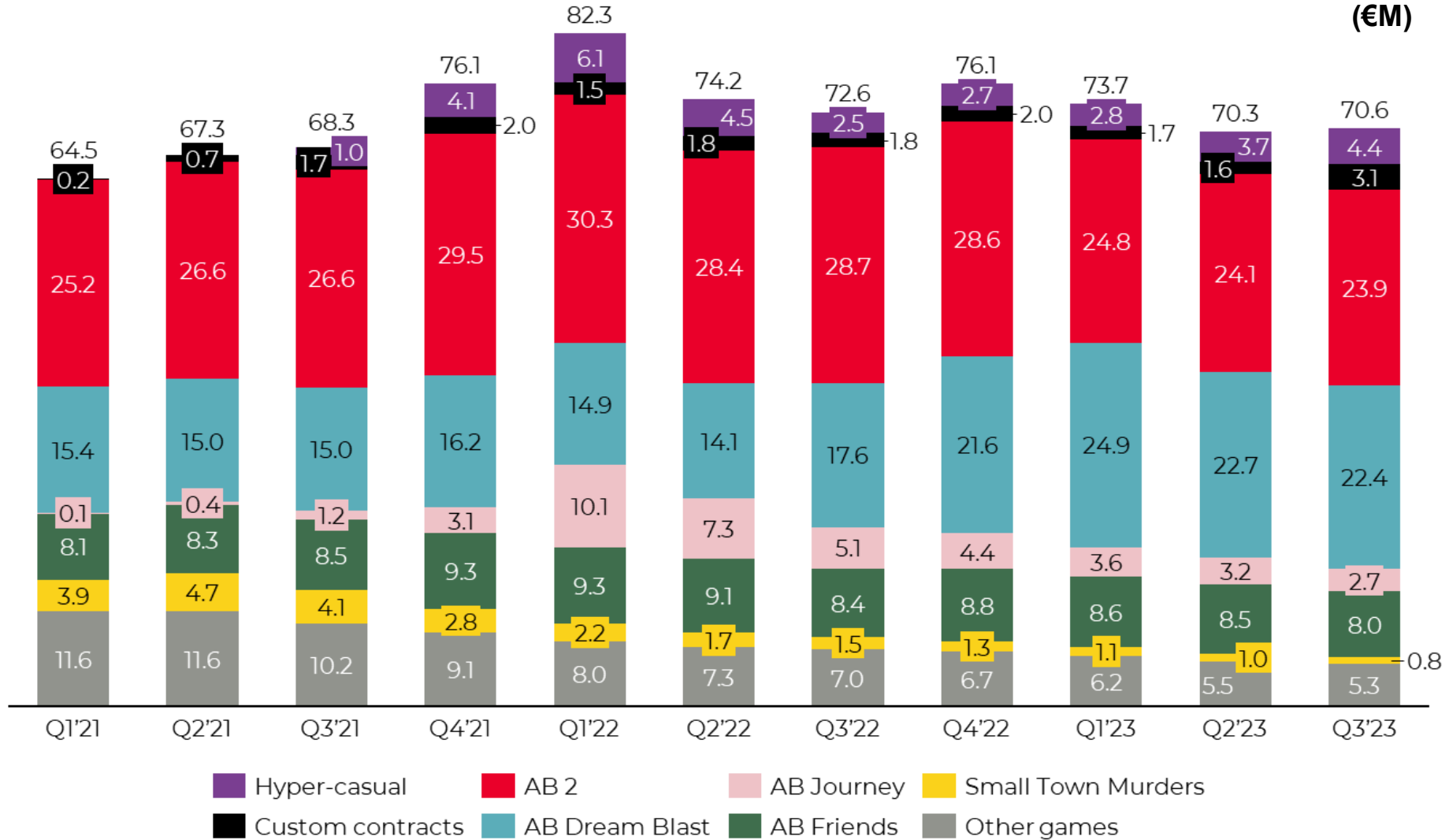
Jan. to Sep., 2023 Results

- **Sales and profits declined YoY**
 - Sales of mainstay title was sluggish, and sales of some titles were declined
 - New titles continued in soft launch

Forecast

- **Plan to launch new title**
 - Planning for the global launch of *Moomin: Puzzle & Design* (2024) for smartphone
 - Strengthen the existing titles

Rovio Entertainment: Sales by Titles



*Excerpt from "Q3 2023 Result Presentation" of Rovio Entertainment Corporation

Sonic Series



Sonic Superstars (Oct. 17, 2023)

©SEGA

Released two titles this FY

- *Sonic Superstars*
 - Completely new title in series, simultaneous global launch on multiple platforms
- *Sonic Origins Plus*
 - Expanded version of title released in FY2023/3
 - Released simultaneous globally and is performing strongly
- Licensing revenue of IP also continues to contribute

Future initiatives

- Schedule to release third movie

Persona Series



Persona 5 Tactical (Nov. 17, 2023)

©ATLUS. ©SEGA. All rights reserved.



Persona 3 Reload (Feb. 2, 2024)

©ATLUS. ©SEGA. All rights reserved.

Release two new titles this FY, titles released in previous FY also performing well

- *Persona 5 Tactical*
 - Spin-off of the *Persona 5* series which recorded a total sales of over 9 million units
 - Simultaneous global launch on multiple platforms
- *Persona 3 Reload*
 - Remake of the *Persona 3*, that has been well received
 - Simultaneous global launch on multiple platforms
- *Persona 5 Royal* (Remaster)
 - Strong repeat sales centered on Asia

Future initiatives

- Plans to launch the service of *Persona5: The Phantom X* for smartphone by licensing out to Perfect World Co., Ltd. (Region to be rolled out and timing are not yet determined)

Like a Dragon series



Like a Dragon Gaiden: The Man Who Erased His Name
(Nov. 9, 2023)

©SEGA



Like a Dragon: Infinite Wealth (Jan. 26, 2024)

©SEGA

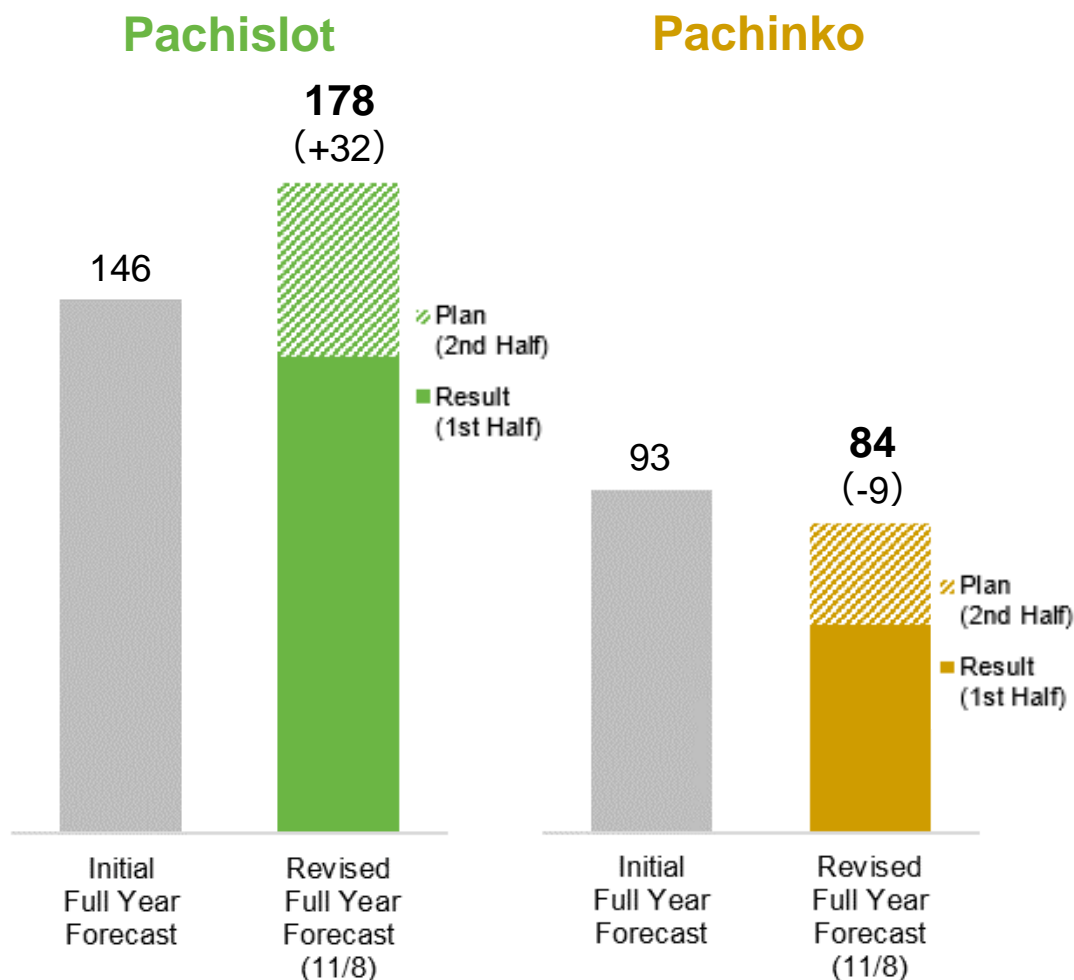
Release two titles this FY

- Like a Dragon Gaiden: The Man Who Erased His Name
 - New title connecting the latest mainstream title and *Yakuza: Like a Dragon*, which was the turning point of series
 - Simultaneous global launch on multiple platforms
- Like a Dragon: Infinite Wealth
 - Latest mainstream title of the series
 - Simultaneous global launch on multiple platforms

Pachislot and Pachinko Machines Business

■ Revised the forecast upward due to strong performance mainly in pachislot

[Unit sales forecast of our Group (thousand unit)]



	Initial full-year forecast	Revised full-year forecast (Nov. 8, 2023)
Sales	¥115.0 billion	¥134.0 billion (+¥19.0 billion)
Ordinary Income	¥25.0 billion	¥39.5 billion (+¥14.5 billion)

FY2024/3 1st Half Results

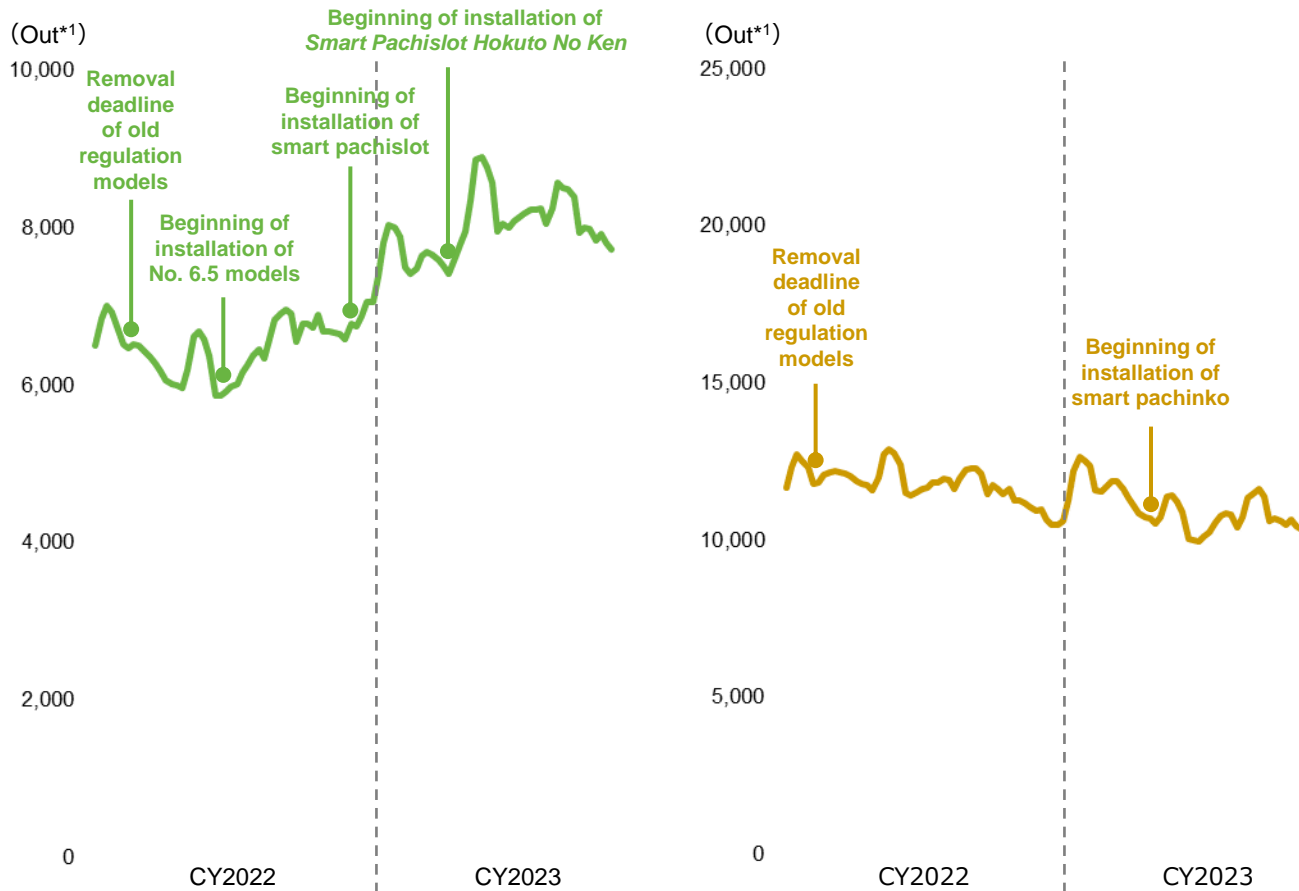
- Went at the level exceeds the initial expectation due to the strong performance of pachislot including *Smart Pachislot Hokuto No Ken*

FY2024/3 2nd Half Forecast

- Plan for additional sales of existing mainstay titles such as *Smart Pachislot Hokuto No Ken* and *Pachislot Kabaneri of the Iron Fortress* from Q3 onward
- Move the launch timing of some titles planning for release in the 2nd half of FY2024/3 to the next fiscal year both in pachislot and pachinko, with consideration of strong transition up to Q2 and additional sales as written above

■ Utilization of pachislot remains strong

【Pachislot & Pachinko Utilization Trend】



• Pachislot

Utilization level is in a recovery trend due to appearance of topical machines centered on smart pachislot, including *Smart Pachislot Hokuto No Ken*

• Pachinko

Utilization level is sluggish, although installation of smart pachinko started from April 2023

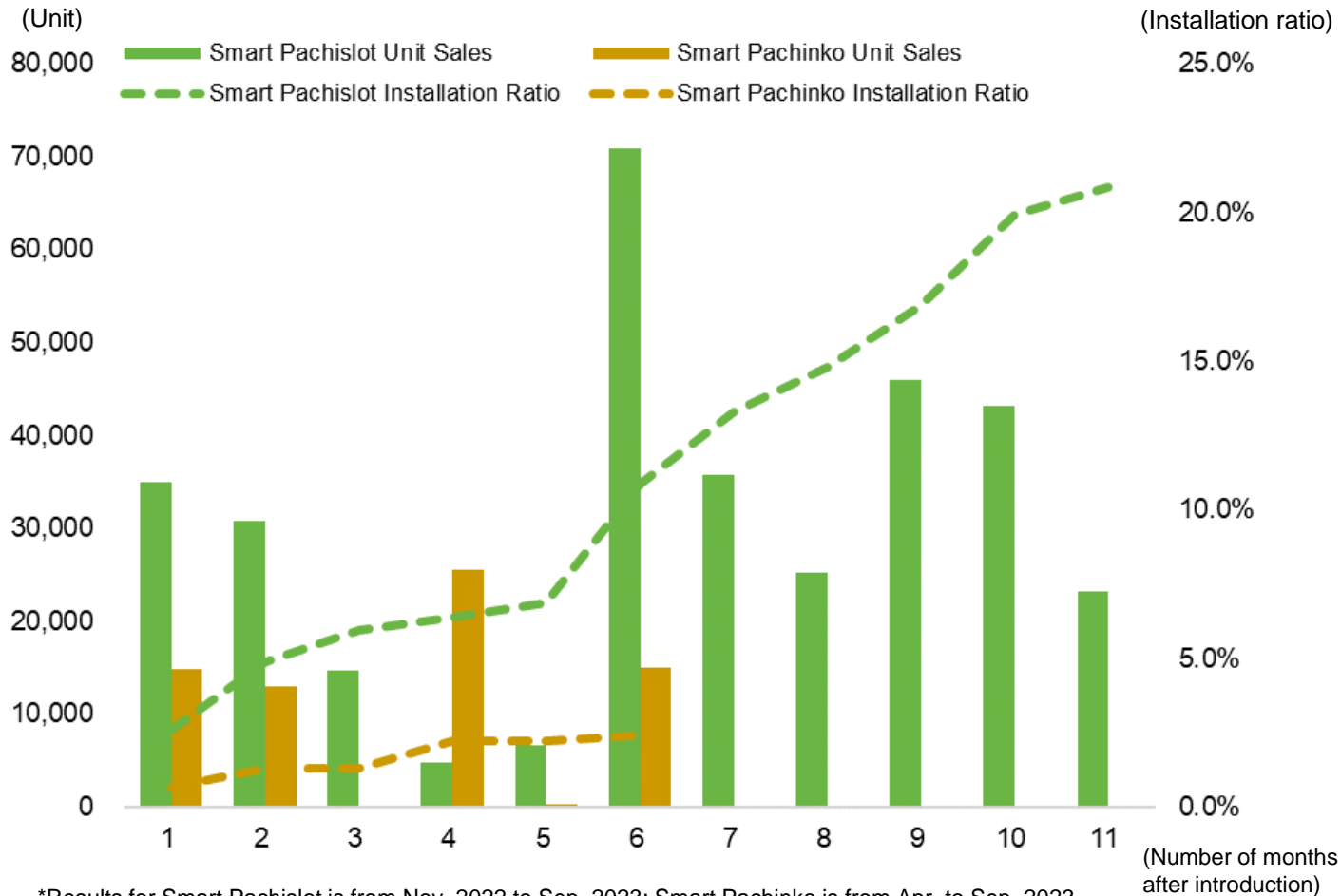
*1 Out = Used as an indicator to represent utilization of pachislot and pachinko machines (Pachislot: Average number of inserted medals in a day for each title, Pachinko: Average number of shot balls in a day for each title).
When Daikoku Denki Co., Ltd convert Out to time of utilization, each of them are converted by Pachislot: 1hour = 2,000 medals, Pachinko: 1 hour = 5,000 balls.

* 4 weeks moving average

* In-house estimation based on DK-SIS data (Data for 4 yen Pachinko and 20 yen Pachislot) of Daikoku Denki Co., Ltd

■ While smart pachislot is becoming more widespread, smart pachinko is still weak

Unit sales of smart pachislot/pachinko and installation ratio



➤ Smart pachinko is not as differentiated from conventional models in terms of gameplay. This is considered to be one of the reasons for the weak transition of smart pachinko

*Results for Smart Pachislot is from Nov. 2022 to Sep. 2023; Smart Pachinko is from Apr. to Sep. 2023

*Installation ratio in the whole market (as of the end of each month)

*In-house estimation

■ Regulatory environment remains favorable

Following revisions will expand the range of gameplay of pachinko machine

➤ Revision of regulation on total volume of payout

- Overview: Installation of “Lucky Trigger” becomes possible, where large payout can be expected
- Applicable machines: Mainly machines with relatively high jackpot probability such as 1/99 or 1/199
- Installation timing: Installation in pachinko halls are possible from March 2024

➤ Increased flexibility regarding time reduction*

- Overview: Eliminate the upper limit on the number of games in time reduction, etc
- Applicable machines: All machines
- Installation timing: No restrictions on the installation timing in pachinko halls

*Time reduction = Functions that enable efficient play without significantly reducing the number of balls held

■ Market environment

- Regulatory environment remains favorable
- Parts procurement status is also improving

■ Approach for FY2025/3

- Move the launch timing of some titles to FY2025/3 with consideration of current sales status of FY2024/3
- To further increase the share of "utilization, installation, and sales", the lineup for FY2025/3 is expected to be as follows;
 - Pachislot: Shift to lineup centered on smart pachislot which receives strong demand
 - Pachinko: Launch smart pachinko using mainstay IP

Investment in Growth

Investment Strategy

■ Implemented investment in the following growth area

	Area of consideration for investment		Progress
Consumer Area Approx. ¥100.0 billion	Strengthen development resources	<ul style="list-style-type: none"> Expansion of organic development pipeline Strengthen global mobile and online games 	<ul style="list-style-type: none"> Establishment of SEGA Sapporo Studio TOB of Rovio completed (Aug. 25, 2023) -> Implemented investment of approx. 105.0 billion yen in total
	Investment in new ecosystem	<ul style="list-style-type: none"> Strengthen CRM functions to revitalize user communities Investment in newly emerging business areas 	
Gaming Area Approx. ¥100.0 billion	Careful assessment of investment opportunities in the gaming area	<ul style="list-style-type: none"> Online casino and sports betting overseas Land-based casinos overseas Both domestic and overseas IR 	<ul style="list-style-type: none"> Step off from domestic and overseas IR Considering investment in online gaming area -> Announced the acquisition of GAN Limited Plan to implement investment of approx. 16.15 billion yen
Other Approx. ¥50.0 billion	Expand CVC investment limit (Total limit: ¥15.0 billion)	<ul style="list-style-type: none"> Strengthen open innovation activities, including investment in start-up companies 	<ul style="list-style-type: none"> Implement 19 new investments, approx. ¥3.4 billion Exit from existing investment x 5 Establishment of joint venture with PAPYLESS CO., LTD. “GAPOLI” service released
	Creation of new business, acquisition of IPs, etc.		

Total ¥250.0 billion

Overview of Acquisition of GAN Limited

Overview of transaction

- SEGA SAMMY HOLDINGS INC. (the “Company”) and SSC*, at the meeting of the Company’s and SSC’s Board of Directors held on November 8, 2023 (JST), resolved to acquire GAN Limited (“GAN”), a Nasdaq listed and Bermuda organized SaaS provider for casino operators in the United States and B2C online gaming operator in Europe and South America, through SSC's newly established special purpose company (the "SPC") in Bermuda. SSC and GAN have entered into the definitive agreement on the same date
- The Acquisition is amicable, as GAN’s Board of Directors has expressed support towards the Acquisition

*SSC = SEGA SAMMY CREATION INC., a group company of the Company

Method of acquisition

- The Acquisition will be completed by merging the SPC and GAN, with GAN being the surviving corporation after the merger
- The Company has agreed to acquire GAN for US \$1.97 per share and the acquisition price is 16.15 billion yen*
- GAN shareholders will be entitled to receive 100% of the consideration in the form of cash from SSC in exchange for the cancelation of their shares
- As a result of the merger, the SPC's shares will be converted into shares of GAN, which will become a wholly-owned subsidiary of SSC

*Exchange rate: 1USD=150 yen, acquisition price includes shares outstanding, stock options and expenses including advisory expenses, etc.

Conditions and timing of completion of acquisition

- The closing of the acquisition is subject to approval from GAN shareholders at its general shareholders’ meeting, the receipt of regulatory approvals in relevant jurisdictions, and the satisfaction of other customary conditions
- The acquisition is expected to close by the 3rd quarter of the fiscal year ending March 2025

Overview of GAN Limited



Overview of company

(As of June 30, 2023)

Name	GAN Limited
Establishment*	December 13, 2019
Location of head office	Bermuda Irvine, CA USA
Business overview	SaaS supplier for U.S. casino operators and B2C online gaming operator in Europe and South America
Listed stock exchange	Nasdaq Stock Market
Business areas	United States, Latin America and Europe
B2B licensing regions held by Group companies	United States (Arizona, Arkansas, California, Colorado, Connecticut, Indiana, Louisiana, Maryland, Massachusetts, Michigan, Mississippi, Nevada, New Jersey, New Mexico, New York, Ohio, Oklahoma, Oregon, Pennsylvania, Tennessee, Virginia, West Virginia), United Kingdom, Canada (Ontario) (*License in Nevada was acquired in October 2023)
Major B2C licensing regions held by Group companies	Malta, Estonia, Sweden
Consolidated net sales*	141.5 million USD
Consolidated operating income*	-192.5 million USD
Net income*	-197.5 million USD

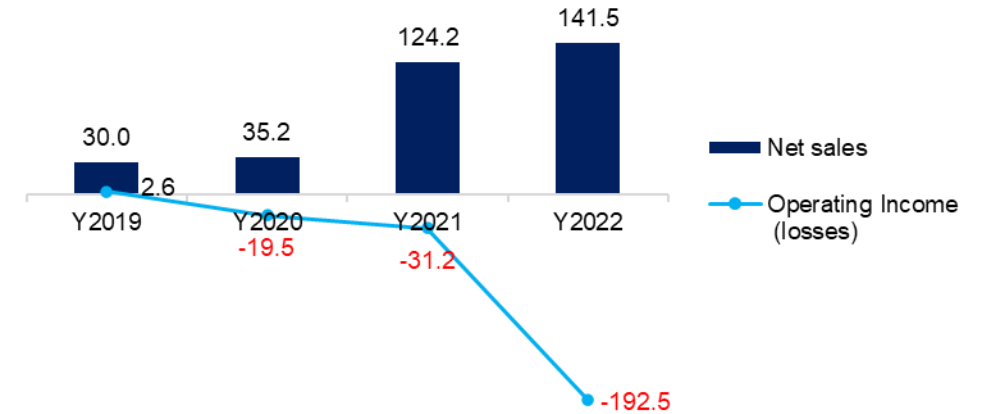
*GAN's group companies have started Gaming business from 2002

*Financial information above are based on GAN's financial results on FY2022/12

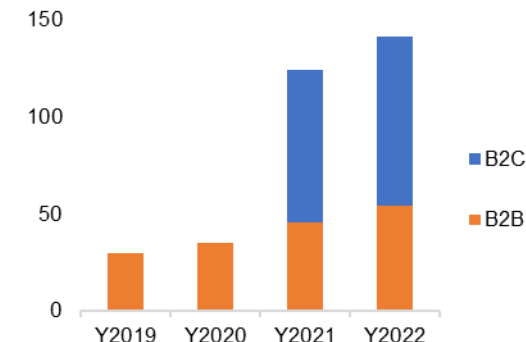
Business trend

(Unit: million USD)

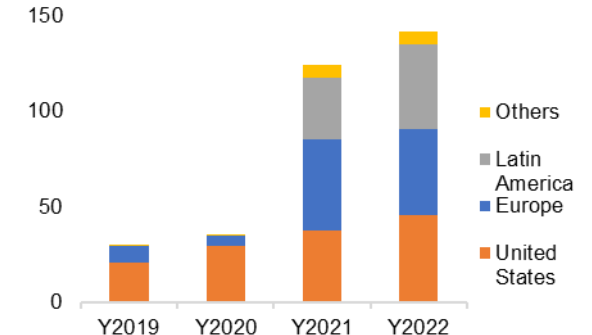
Consolidated net sales, operating income (losses) trend



Sales trend per business



Sales trend per region

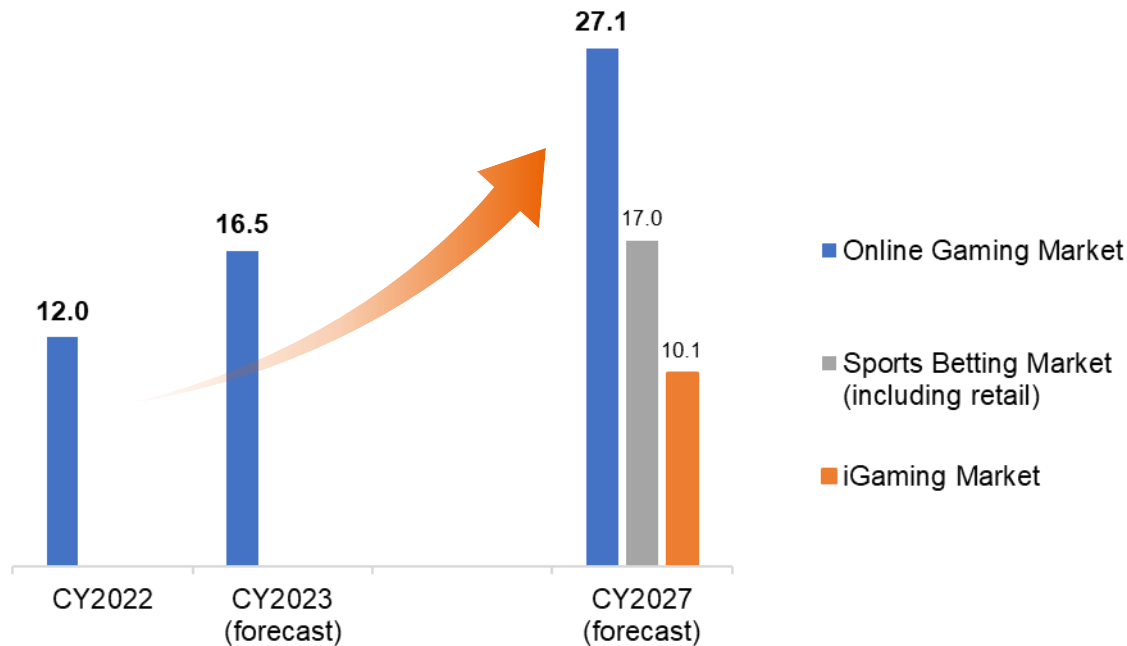


Growth Potential of Market

- The U.S. online gaming market is expected to reach approximately \$27.1 billion in 2027, with its growth driven by increased transparency on regulation and a shift of customers from retail to online

Online gaming market in U.S.

(Unit: billion USD)



- ✓ Online sport betting has been legalized in 26 states and iGaming has been legalized in 6 states* in U.S.
- ✓ Especially, since U.S. iGaming market is still limited to 6 states, if we can enter the U.S. iGaming market before broad legalization, gaining of a certain market share, and opportunities for business growth as a result of market expansion could be expected

Source: MVB Bank “U.S. Online Gaming Report Spring 2023”

*Not including the states where only online poker is legal

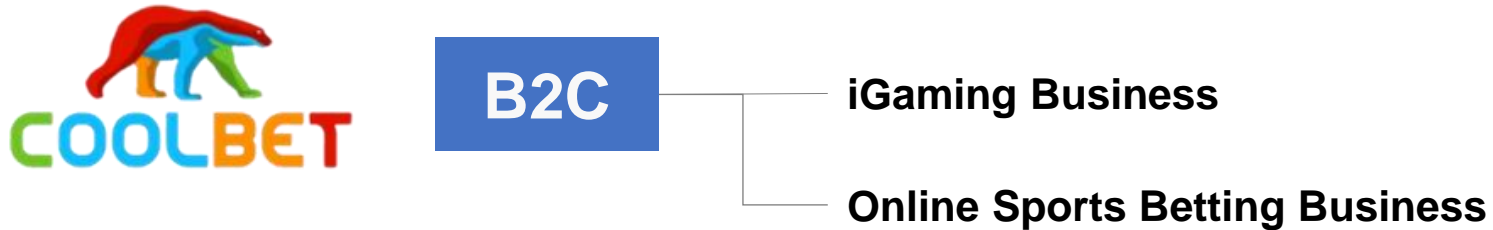
Business Overview of GAN Limited (B2B business)

- Mainly providing iGaming/Online & Retail Sports Betting/Social Casino Gaming solutions, Remote Gaming Server services, and a platform that contains these solutions/services for land casino operators and online casino operators in U.S. and developing online casino games



Business Overview of GAN Limited (B2C business)

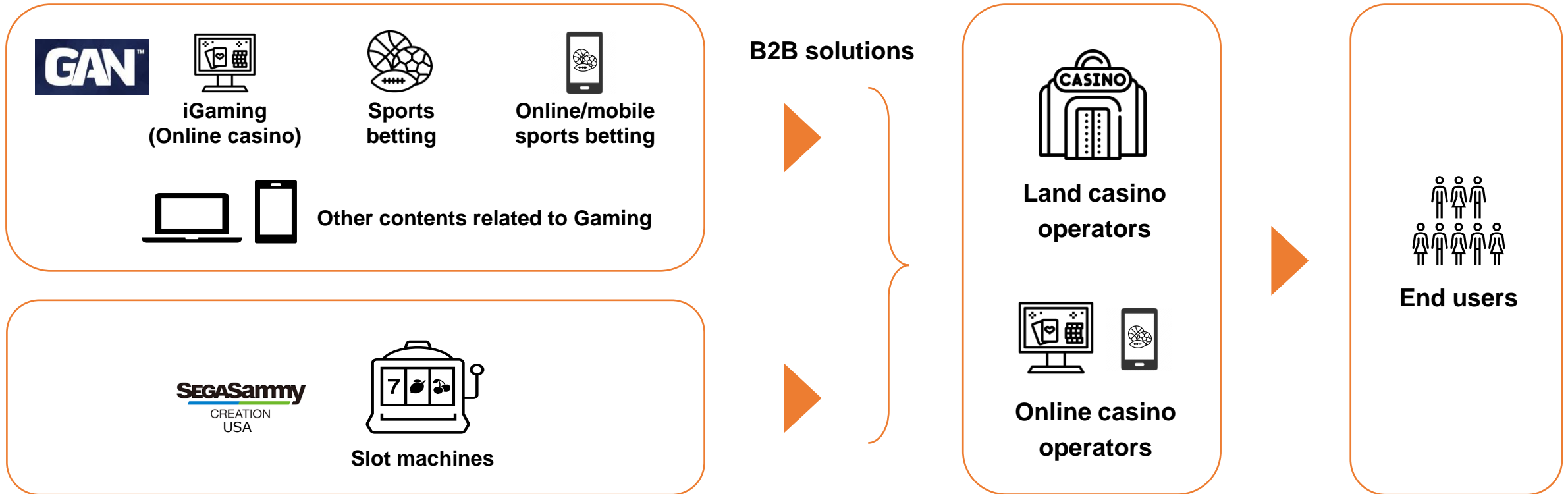
- Development of iGaming and Online Sports Betting Business through Coolbet platform operated by Vincent Group p.l.c., GAN has acquired in 2021



- Distribute iGaming (including poker) and OSB for Europe and Latin America market
- No. of registered users: Approx. 12 million users
- No. of active users: Approx. 559 thousand users (as of 2022)
- Licensing regions held by GAN's group companies : Malta, Estonia, Sweden

Expected Synergy

- To enter into online gaming market which is expected to grow in the future in U.S. and expand Gaming business through the collaboration of the two companies' technological capabilities, customer base and content



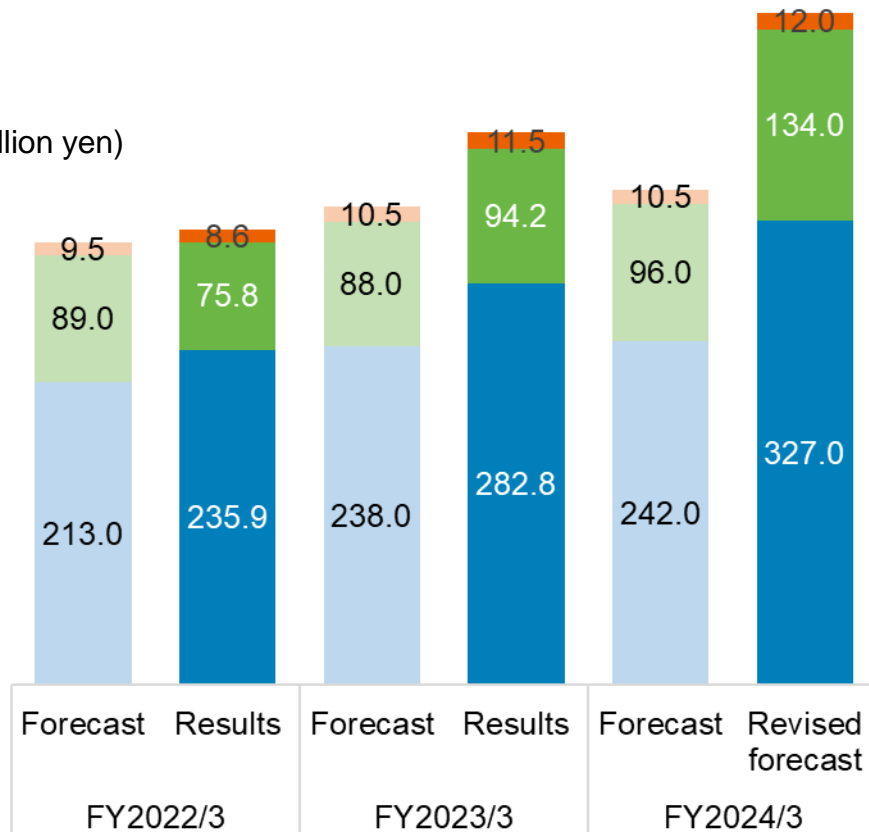
- ✓ Enhancement of B2B sales for U.S. land casino and online casino operators utilizing the customer bases of SSC USA
- ✓ Promotion of customer and end-user acquisition, etc. by prioritized provision of game content developed by SSC

(Reference) Comparison of Medium-term Plan and Results

Sales exceeded the medium-term plan in all businesses and ordinary income exceeded the medium-term plan in all three businesses in total

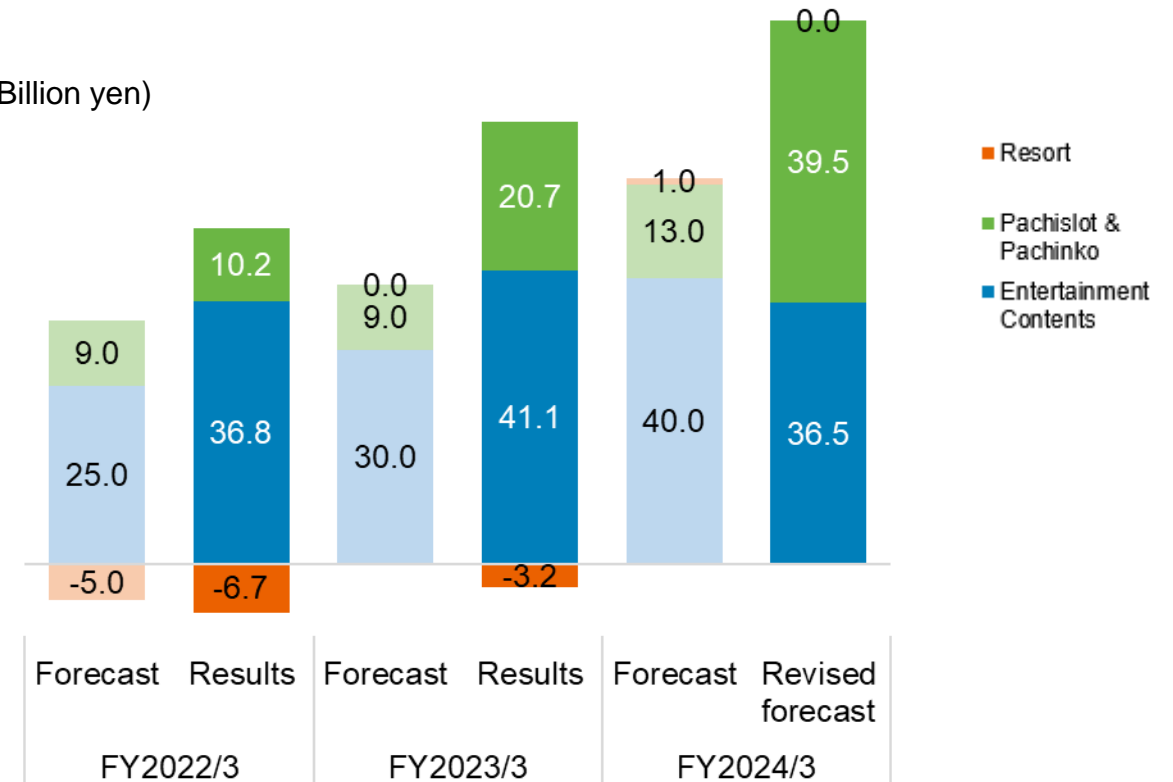
Sales

(Billion yen)



Ordinary Income

(Billion yen)



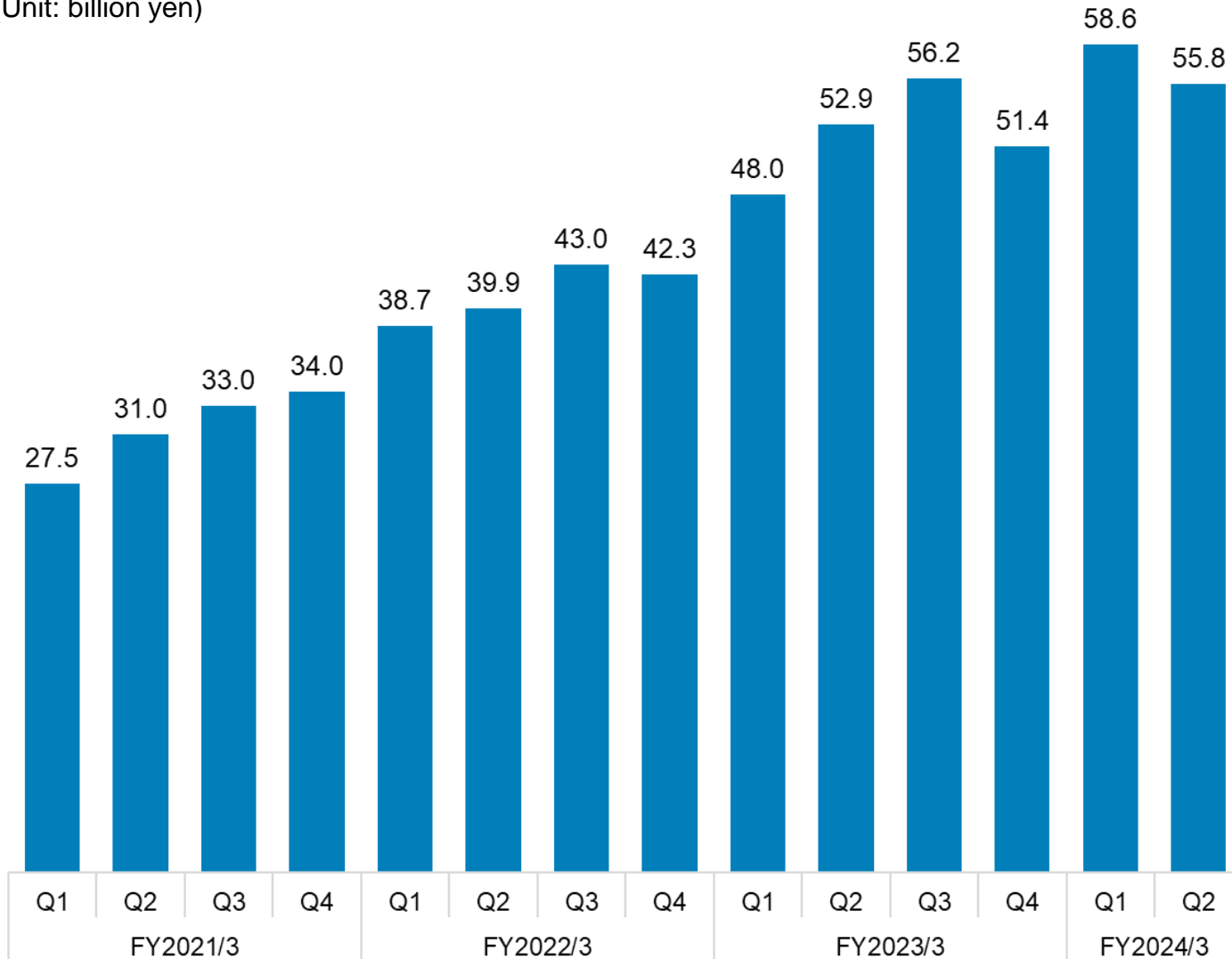
*The figures in forecast for all periods are those at the time of announcement of the mid-term plan

04

Appendix

Trend of Balance of Content Production Expenses in B/S (Consumer area)

(Unit: billion yen)



Q2

- Revised the portfolio of titles developed at each European base associated with the structural reform. Balance decreased due to the cancellation of some titles under development

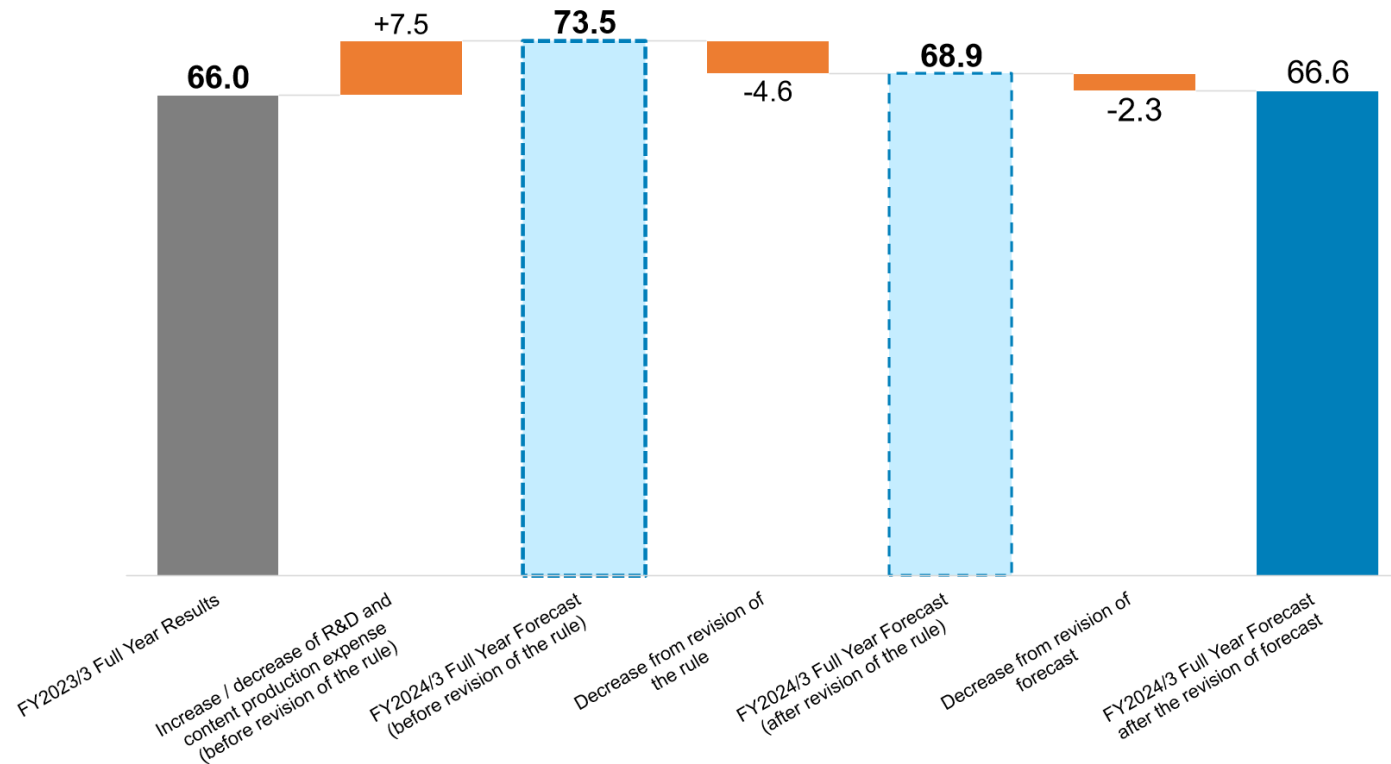
FY2024/3 Forecast

- Expensing proceeds associated with the launch of major titles

Content Production Expenses: Revision of Amortization Rule

(Consumer area – Full Game)

(Unit: billion yen)



<Increase / decrease of R&D and content production expenses>

- Revised the amortization rule of content production expenses due to lengthening of product lifecycles
- Due to this revision, content development amortization expenses of Entertainment Contents business as a whole is expected to be reduced for approx. 4.6 billion yen in FY2024/3
- Decrease compared to initial forecast due to the revision of forecast

*Recognition criteria of R&D and content production expenses (Full Game (CS))

Expenses are capitalized as inventory assets or intangible assets during development and booked as expenses after launch. 25% will be amortized in first month and the rest will be amortized over a period of 23 months using the straight-line method (Total amortization period is 24 months)

*Full Game (CS) are anticipated to be sold for a longer period due to recent longer product lifecycle compared with conventional length, so we revised the amortization rule from new titles to be launched in FY2024/3.

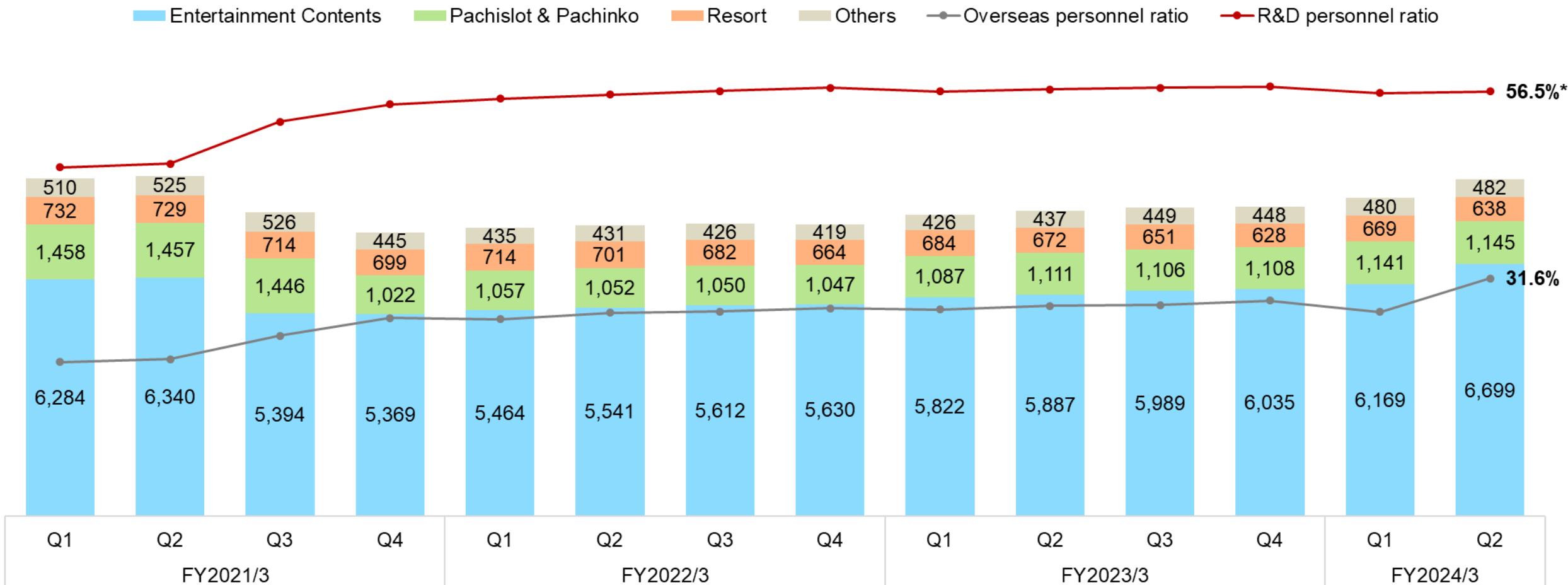
Titles released by FY2023/3 will be amortized 40%, 15%, 5% per first 3 months and the rest will be amortized 2% per 21 months using the straight-line method.

Trend of No. of Employees by Segment

(full-time and permanent contract employees, excluding temporary employees)



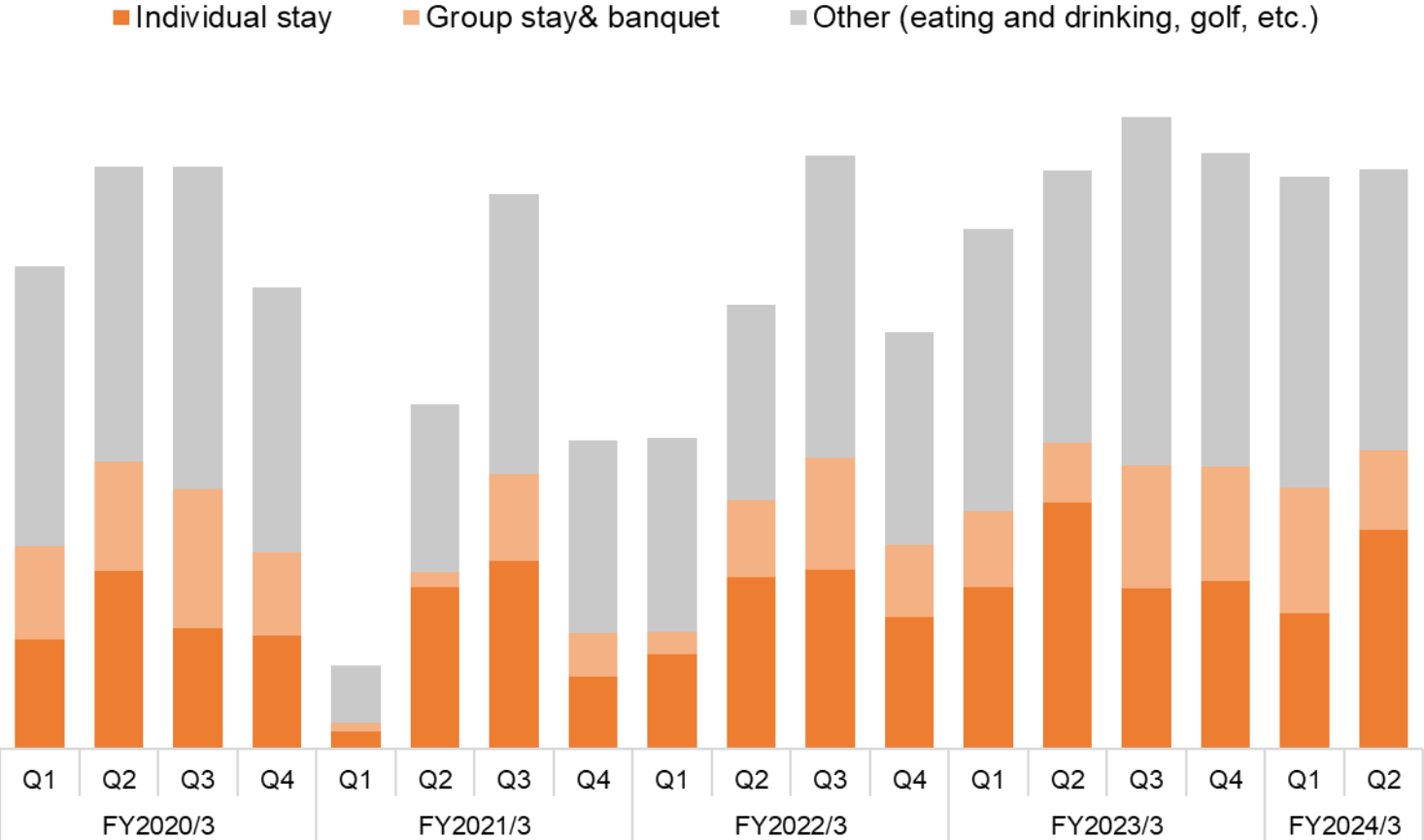
(Unit: employees)



*R&D personnel ratio of FY24/3 Q2 doesn't reflect the change associated with the incorporation of Rovio into the Group

Status of each facility: PHOENIX RESORT

■ PHOENIX RESORT: Sales by type of facility users



FY2024/3 Q2 Results

- Recovery of group customers progressed associated with the holding of large MICE events such as international conferences and corporate events

Forecast

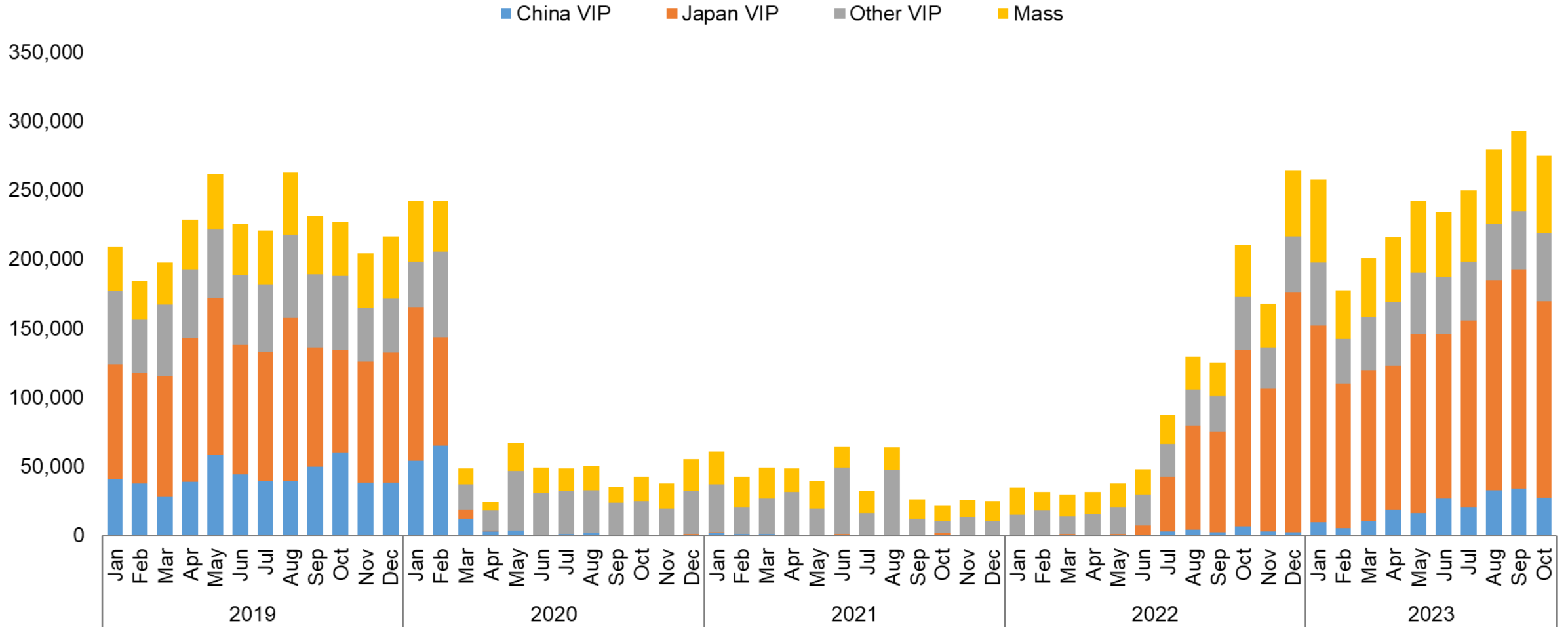
- In addition to capturing steady individual customers demand, expect continuous recovery of group customers

Status of each facility: PARADISE SEGASAMMY



■ Trend of Drop amounts* at PARADISE CITY

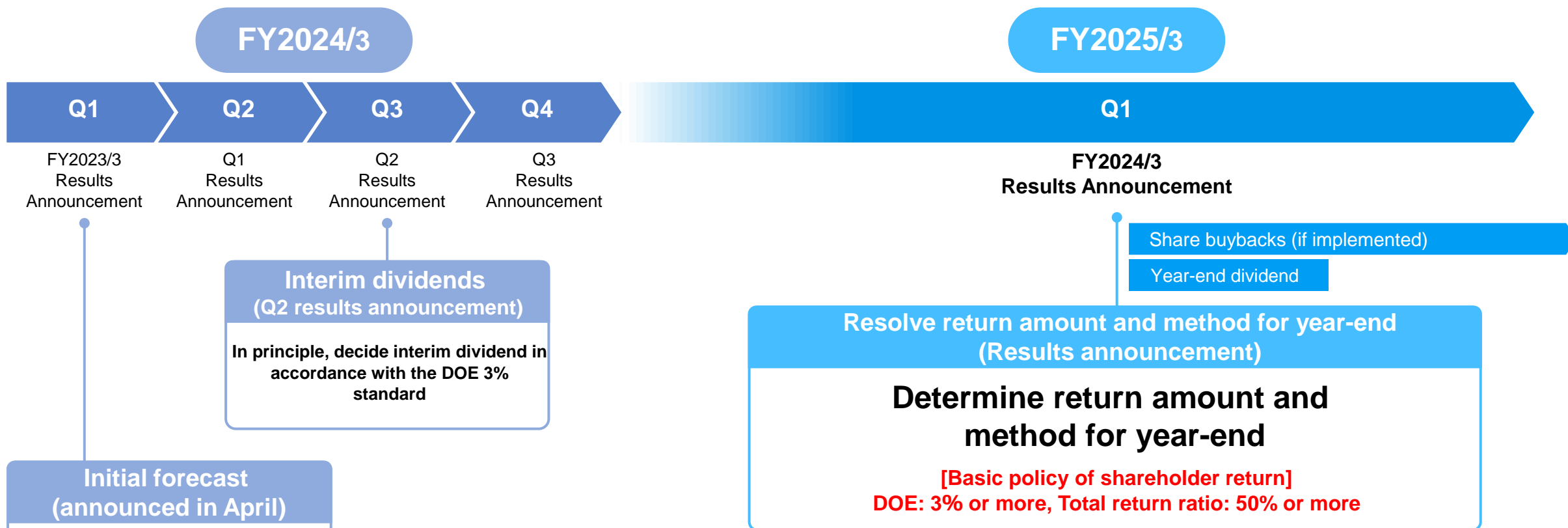
(Unit: KRW million)



*Drop amounts = Purchased amount of chips

Repost: Shareholder Returns

(Process of Determining the Amount of Return and Methods) *announced on April 28, 2023



- Setting dividends forecast at the beginning of fiscal year using DOE 3% as base dividend

- **Calculate the amount of shareholder returns in accordance with the profit level based on the basic policy of shareholder returns when the full-year business results are fixed**
 - Apply DOE or total return ratio, whichever is higher
 - Implement shareholder returns through dividends or share buybacks



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

Cautionary Statement for Investors and Shareholders with Respect to 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 its subsidiary, SEGA SAMMY CREATION INC., and Sega Sammy Creation USA Inc., a wholly owned subsidiary of SEGA SAMMY CREATION INC., (collectively, the "Operating 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 Gaming Statutes and Regulations can be found on the Company's corporate website: <https://www.segasammy.co.jp/en/ir/stock/regulation/>

The Operating Subsidiaries have also been licensed as manufacturers and distributors of gaming devices in multiple countries, states, and regions other than the State of Nevada (collectively, the "Other Regions"). In addition to the foregoing, the Company's shareholders may be subject to the same or similar restrictions as in the State of Nevada under the statutes of the Other Regions or the regulations of the gaming authorities of such Other Regions.

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

<https://www.segasammy.co.jp/en/corp/group/>
(Sega Sammy Group Website list)

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