

Monthly Results of Casino Resort Business (November, 2018)



	Unit	1st quarter	2nd quarter	3rd quarter	Results for October	Results for November	Cumulative for 11 months	
VIP ⁽¹⁾	Ending number of VIP gaming tables	No. of tables	143	157	153	147	141	141
	VIP rolling chip volume ⁽²⁾	Million PHP	57,703	143,495	100,467	35,031	35,818	372,513
	VIP rolling chip win ⁽³⁾	Million PHP	2,007	3,870	2,989	1,248	1,454	11,567
	VIP rolling chip win rate	%	3.48%	2.70%	2.98%	3.56%	4.06%	3.11%
Mass Market ⁽⁴⁾	Ending number of mass gaming tables	No. of tables	212	235	232	235	231	231
	Mass table drop ⁽⁵⁾	Million PHP	3,459	3,880	4,429	1,531	1,525	14,824
	Mass table games win ⁽³⁾	Million PHP	1,368	1,546	1,778	720	763	6,175
	Mass table games win rate	%	39.6%	39.8%	40.1%	47.0%	50.0%	41.7%
	Ending number of gaming machines	No. of machines	2,434	2,800	2,743	2,743	2,741	2,741
	Gaming machine handle ⁽⁶⁾	Million PHP	24,815	29,101	31,862	10,259	10,994	107,031
	Gaming machine win ⁽³⁾	Million PHP	1,607	1,804	2,140	709	695	6,955
	Gaming machine win rate	%	6.5%	6.2%	6.7%	6.9%	6.3%	6.5%
Hotel	Average daily room rate (ADR)	PHP	8,157	8,259	8,797	9,241	9,502	8,654
	Hotel occupancy rate	%	97.1%	99.7%	98.7%	97.7%	97.4%	98.4%
	Revenue per available room (RevPAR) ⁽⁷⁾	PHP	7,923	8,231	8,684	9,029	9,255	8,513
Total gross gaming revenue	Million PHP	4,982	7,220	6,907	2,676	2,912	24,697	
VIP table games	Million PHP	2,007	3,870	2,989	1,248	1,454	11,567	
Mass market table games	Million PHP	1,368	1,546	1,778	720	763	6,175	
Gaming machine	Million PHP	1,607	1,804	2,140	709	695	6,260	
Adjusted segment EBITDA ⁽⁸⁾	Million PHP	40.3	168.1	555.0	370.6	527.8	1,661.9	

(Note) Unit: PHP = Philippine Peso

(1) VIP customers play on a rolling chip program, and who typically play in dedicated VIP rooms or gaming areas.

(2) Rolling chip volume is the total volume in the quarter of special chips for VIP wagered and lost by the rolling chip segment.

(3) Win calculated by a combination of each volume (rolling chip volume or table drop or gaming machine handle) and each win rate.

It is shown before gaming taxes, discounts, commissions and the allocation of casino revenues to rooms, food and beverage and other revenues for services provided to casino customers on a complimentary basis.

(4) Mass market customers play table games and slot machines on public gaming floors for cash stakes that are typically lower than those in the VIP segment.

(5) Mass table drop is the amount of cash to purchase gaming chips that is deposited in a gaming table's drop box.

(6) Gaming machine handle is the total amount wagered in gaming machines.

(7) RevPAR calculated by dividing total room revenues including retail value of promotional allowances by total rooms available, thereby representing a combination of hotel average daily room rates and occupancy.

(8) Adjusted segment EBITDA = Operating profit/loss + Depreciation and amortization + Other adjustments