

# Monthly Results of TRLEI (February 2019)

	Unit	1st quarter of fiscal year ending December 31, 2018	February 2018	January 2019	February 2019 <sup>(9)</sup>	March 2019
<b>VIP<sup>(1)</sup></b>	Ending number of VIP gaming tables	No. of tables	143	124	148	151
	VIP rolling chip volume <sup>(2)</sup>	Million PHP	57,703	15,675	49,648	29,342
	VIP rolling chip win <sup>(3)</sup>	Million PHP	2,007	392	2,285	969
	VIP rolling chip win rate	%	3.48%	2.50%	4.60%	3.30%
<b>Mass Market<sup>(4)</sup></b>	Ending number of mass gaming tables	No. of tables	212	212	228	236
	Mass table drop <sup>(5)</sup>	Million PHP	3,459	1,106	1,605	1,442
	Mass table games win <sup>(3)</sup>	Million PHP	1,368	424	786	699
	Mass table games win rate	%	39.6%	38.3%	48.9%	48.4%
	Ending number of gaming machines	No. of machines	2,434	2,442	2,717	2,693
	Gaming machine handle <sup>(6)</sup>	Million PHP	24,815	8,228	12,096	10,746
	Gaming machine win <sup>(3)</sup>	Million PHP	1,607	558	771	710
	Gaming machine win rate	%	6.5%	6.8%	6.4%	6.6%
<b>Hotel</b>	Average daily room rate (ADR)	PHP	8,157	8,022	9,865	9,785
	Hotel occupancy rate	%	97.1%	99.2%	93.2%	95.7%
	Revenue per available room (RevPAR) <sup>(7)</sup>	PHP	7,923	7,961	9,195	9,366
<b>Property visitors</b>	Visitors	1,066,620	347,039	471,609	436,205	
<b>Gross gaming revenue</b>		Million PHP	<b>4,982</b>	<b>1,374</b>	<b>3,841</b>	<b>2,378</b>
	VIP table games	Million PHP	2,007	392	2,285	969
	Mass market table games	Million PHP	1,368	424	786	699
	Gaming machine	Million PHP	1,607	558	771	710
<b>Other revenue</b> (hotel, food & beverage, retail and entertainment)	Million PHP	<b>323</b>	<b>117</b>	<b>176</b>	<b>166</b>	
<b>Total revenue</b>	Million PHP	<b>5,305</b>	<b>1,490</b>	<b>4,018</b>	<b>2,544</b>	
<b>Adjusted segment EBITDA<sup>(8)</sup></b>	Million PHP	<b>40.3</b>	<b>-181.5</b>	<b>648.7</b>	<b>361.2</b>	

(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.

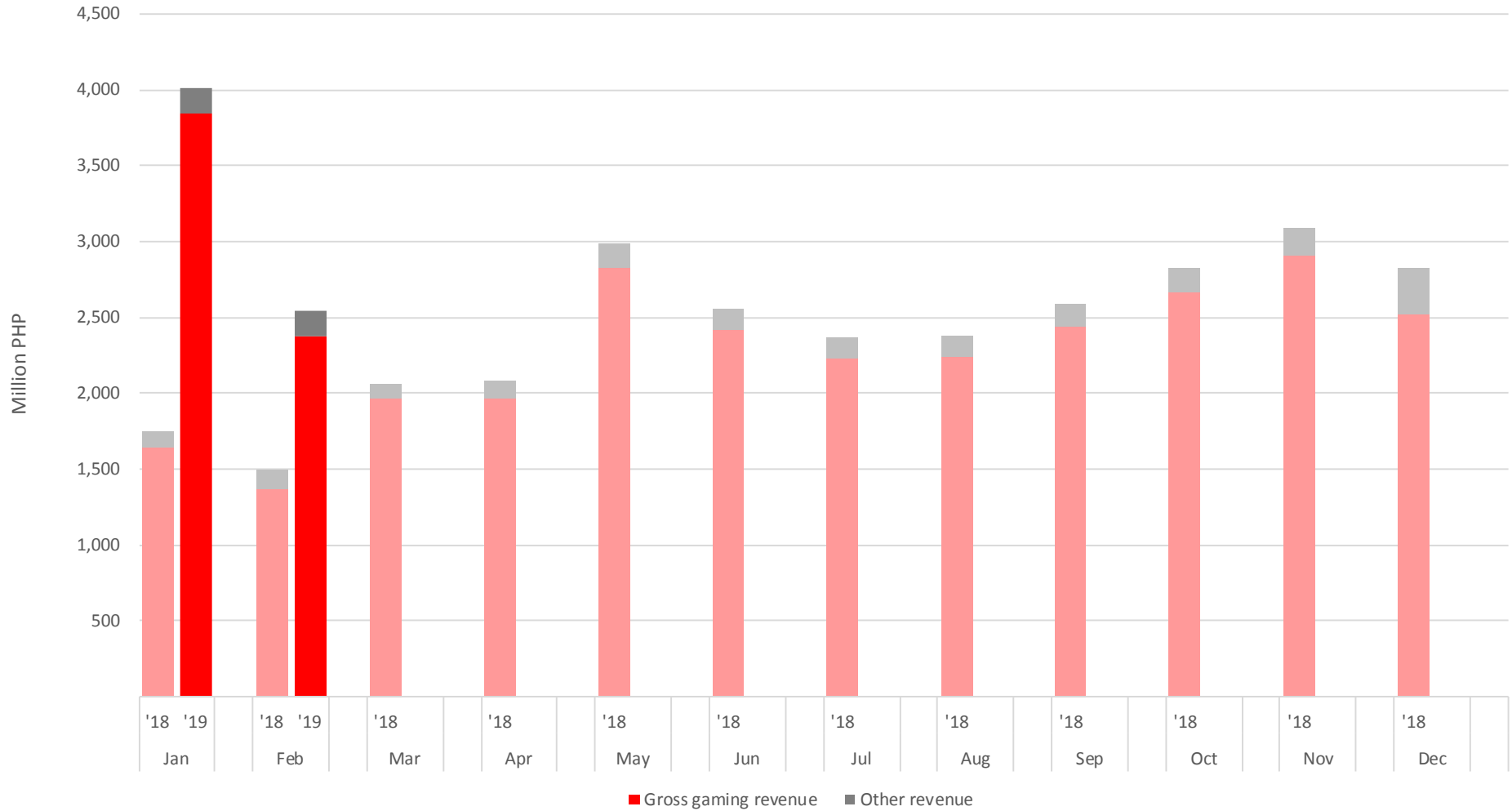
(6) Gaming machine handle is the total amount wagered in gaming machines.

(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

(9) Numbers for February 2019 are preliminary and subject to change.

# Monthly Revenue: 2018 vs 2019



# Property Visitors: 2018 vs 2019

