

# Monthly Results of TRLEI (April 2019)

Unit		April 2018	YTD 4 months of 2018 (Jan - Apr)	April 2019 <sup>(9)</sup>	YTD 4 months of 2019 <sup>(9)</sup> (Jan - Apr)
<b>VIP</b> <sup>(1)</sup>	Ending number of VIP gaming tables	No. of tables	149	149	165
	VIP rolling chip volume <sup>(2)</sup>	Million PHP	38,563	96,266	171,646
	VIP rolling chip win <sup>(3)</sup>	Million PHP	929	2,936	6,041
	VIP rolling chip win rate	%	2.41%	3.05%	3.52%
<b>Mass Market</b> <sup>(4)</sup>	Ending number of mass gaming tables	No. of tables	218	218	228
	Mass table drop <sup>(5)</sup>	Million PHP	1,204	4,663	6,289
	Mass table games win <sup>(3)</sup>	Million PHP	476	1,844	2,878
	Mass table games win rate	%	39.5%	39.5%	45.8%
	Ending number of gaming machines	No. of machines	2,434	2,434	2,681
	Gaming machine handle <sup>(6)</sup>	Million PHP	9,431	34,245	47,602
	Gaming machine win <sup>(3)</sup>	Million PHP	565	2,172	3,081
	Gaming machine win rate	%	6.0%	6.3%	6.5%
<b>Hotel</b>	Average daily room rate (ADR)	PHP	8,044	8,125	9,994
	Hotel occupancy rate	%	99.8%	97.9%	96.1%
	Revenue per available room (RevPAR) <sup>(7)</sup>	PHP	8,031	7,953	9,601
<b>Property visitors</b>	Visitors	382,422	1,449,042	454,202	1,836,502
<b>Gross gaming revenue</b>	Million PHP	<b>1,970</b>	<b>6,952</b>	<b>2,483</b>	<b>12,000</b>
VIP table games	Million PHP	929	2,936	1,115	6,041
Mass market table games	Million PHP	476	1,844	679	2,878
Gaming machine	Million PHP	565	2,172	689	3,081
<b>Other revenue</b> (hotel, food & beverage, retail and entertainment etc.)	Million PHP	<b>116</b>	<b>439</b>	<b>187</b>	<b>725</b>
<b>Total revenue</b>	Million PHP	<b>2,086</b>	<b>7,391</b>	<b>2,670</b>	<b>12,725</b>
<b>Depreciation</b>	Million PHP	<b>205</b>	<b>784</b>	<b>498</b>	<b>1,996</b>
<b>Adjusted segment EBITDA</b> <sup>(8)</sup>	Million PHP	<b>97</b>	<b>137</b>	<b>314</b>	<b>1,833</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.

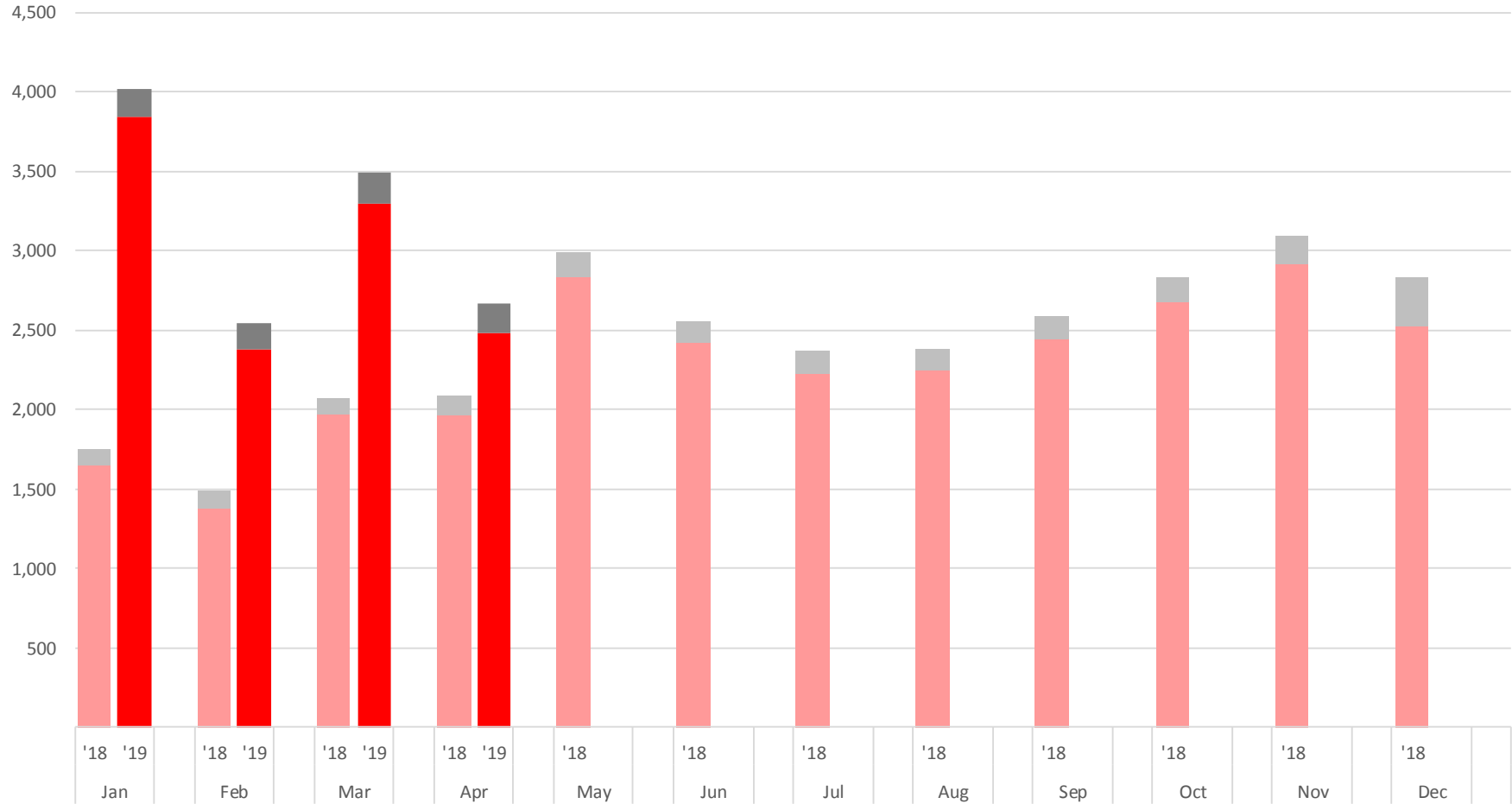
(7) RevPAR calculated by dividing total room revenues including retail value of promotional allowances by total rooms available, thereby representing a combination of hotel average daily room rates and occupancy.

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

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

# Monthly Revenue: 2018 vs 2019

Million PHP



■ Gross gaming revenue ■ Other revenue

# Property Visitors: 2018 vs 2019

