

Monthly Results of TRLEI (May 2019)

Unit		May 2018	YTD 5 months of 2018 (Jan - May)	May 2019 ⁽⁹⁾	YTD 5 months of 2019 ⁽⁹⁾ (Jan - May)
VIP ⁽¹⁾	Ending number of VIP gaming tables	No. of tables	151	149	165
	VIP rolling chip volume ⁽²⁾	Million PHP	50,758	147,024	44,905
	VIP rolling chip win ⁽³⁾	Million PHP	1,663	4,599	1,036
	VIP rolling chip win rate	%	3.28%	3.13%	2.31%
Mass Market ⁽⁴⁾	Ending number of mass gaming tables	No. of tables	207	207	228
	Mass table drop ⁽⁵⁾	Million PHP	1,291	5,954	1,638
	Mass table games win ⁽³⁾	Million PHP	572	2,416	780
	Mass table games win rate	%	44.3%	40.6%	47.6%
	Ending number of gaming machines	No. of machines	2,495	2,495	2,683
	Gaming machine handle ⁽⁶⁾	Million PHP	9,725	43,971	12,748
	Gaming machine win ⁽³⁾	Million PHP	598	2,771	828
	Gaming machine win rate	%	6.2%	6.3%	6.5%
Hotel	Average daily room rate (ADR)	PHP	8,202	8,144	10,044
	Hotel occupancy rate	%	99.8%	98.3%	97.6%
	Revenue per available room (RevPAR) ⁽⁷⁾	PHP	8,181	8,005	9,803
Property visitors	Visitors	414,093	1,863,135	480,489	2,316,991
Gross gaming revenue	Million PHP	2,833	9,785	2,644	14,643
VIP table games	Million PHP	1,663	4,599	1,036	7,077
Mass market table games	Million PHP	572	2,416	780	3,658
Gaming machine	Million PHP	598	2,771	828	3,908
Other revenue (hotel, food & beverage, retail and entertainment etc.)	Million PHP	150	589	179	904
Total revenue	Million PHP	2,984	10,374	2,823	15,548
Depreciation	Million PHP	210	994	508	2,505
Adjusted segment EBITDA ⁽⁸⁾	Million PHP	163	300	369	2,202

(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.

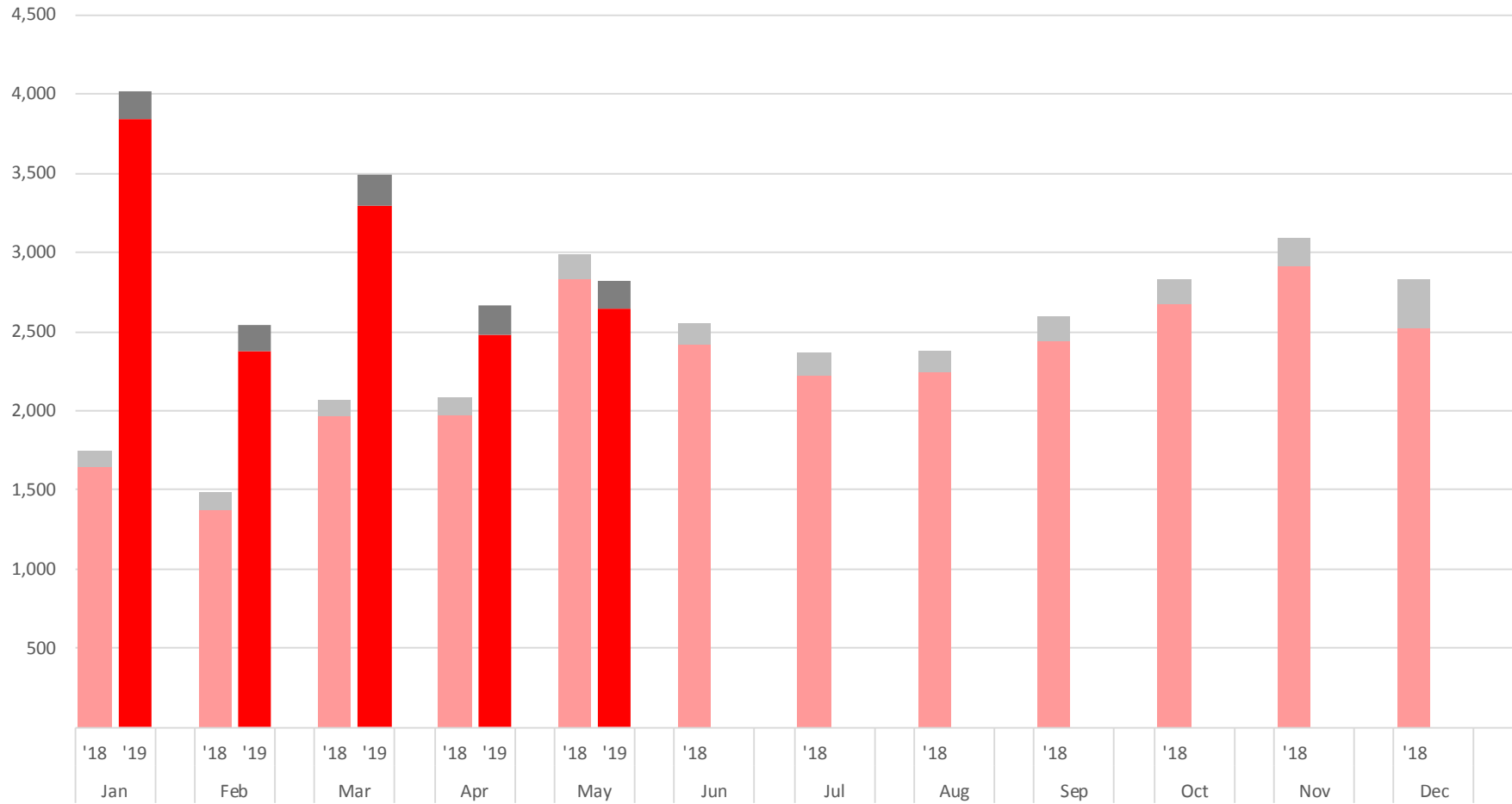
(7) RevPAR calculated by dividing total room revenues including retail value of promotional allowances by total rooms available, thereby representing a combination of hotel average daily room rates and occupancy.

(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

