

Monthly Results of TRLEI (July 2019)

	Unit	July 2018	YTD 7 months of 2018 (Jan - July)	July 2019 (9)	YTD 7 months of 2019 (9) (Jan - July)
VIP (1)	Ending number of VIP gaming tables	No. of tables	161	161	171
	VIP rolling chip volume (2)	Million PHP	35,446	236,645	44,767
	VIP rolling chip win (3)	Million PHP	960	6,837	1,442
	VIP rolling chip win rate	%	2.71%	2.89%	3.22%
Mass Market (4)	Ending number of mass gaming tables	No. of tables	232	232	232
	Mass table drop (5)	Million PHP	1,431	8,770	1,741
	Mass table games win (3)	Million PHP	545	3,459	825
	Mass table games win rate	%	38.1%	39.4%	47.4%
	Ending number of gaming machines	No. of machines	2,718	2,718	2,657
	Gaming machine handle (6)	Million PHP	10,539	64,455	14,024
	Gaming machine win (3)	Million PHP	721	4,132	999
	Gaming machine win rate	%	6.8%	6.4%	7.1%
Hotel	Average daily room rate (ADR)	PHP	8,561	8,274	10,221
	Hotel occupancy rate	%	99.7%	98.7%	98.0%
	Revenue per available room (RevPAR) (7)	PHP	8,537	8,170	10,012
Property visitors	Visitors	370,291	2,620,511	514,020	3,329,214
Gross gaming revenue	Million PHP	2,226	14,428	3,266	20,921
VIP table games	Million PHP	960	6,837	1,442	9,930
Mass market table games	Million PHP	545	3,459	825	5,271
Gaming machine	Million PHP	721	4,132	999	5,720
Other revenue (hotel, food & beverage, retail and entertainment etc.)	Million PHP	144	872	241	1,341
Total revenue	Million PHP	2,370	15,300	3,508	22,262
Depreciation	Million PHP	345	1,678	515	3,529
Adjusted segment EBITDA (8)	Million PHP	180	389	562	3,188

(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.

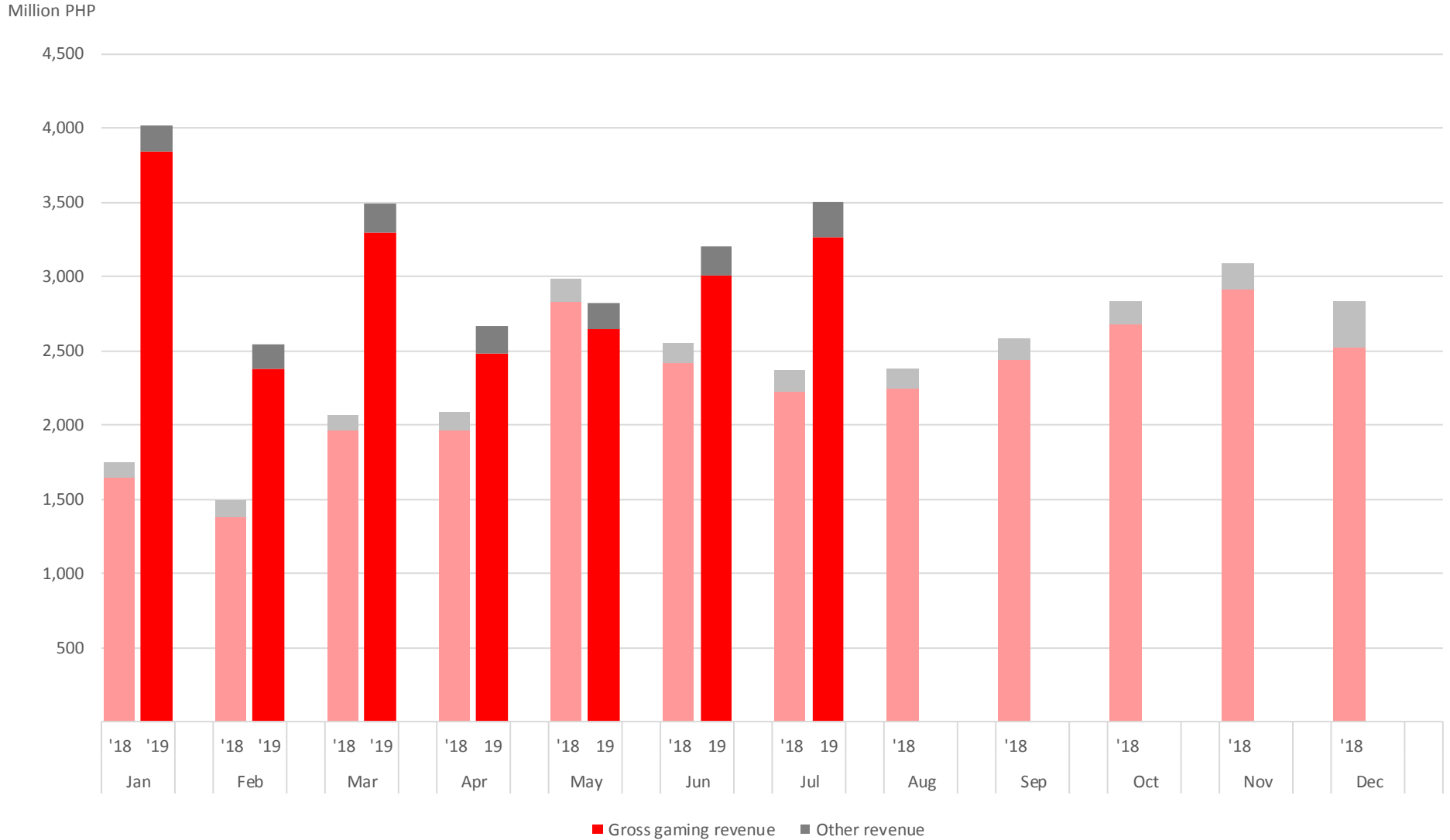
(6) Gaming machine handle is the total amount wagered in gaming machines.

(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) Latest monthly numbers are preliminary and subject to change.

Monthly Revenue: 2018 vs 2019



Property Visitors: 2018 vs 2019

