

Monthly Results of TRLEI (August 2019)

		Unit	August 2018	YTD 8 months of 2018 (Jan - Aug)	August 2019 ⁽⁹⁾	YTD 8 months of 2019 ⁽⁹⁾ (Jan - Aug)
VIP ⁽¹⁾	Ending number of VIP gaming tables	No. of tables	161	161	174	174
	VIP rolling chip volume ⁽²⁾	Million PHP	31,339	267,984	41,786	350,640
	VIP rolling chip win ⁽³⁾	Million PHP	790	7,627	1,956	11,886
	VIP rolling chip win rate	%	2.52%	2.85%	4.68%	3.39%
Mass Market ⁽⁴⁾	Ending number of mass gaming tables	No. of tables	232	232	208	208
	Mass table drop ⁽⁵⁾	Million PHP	1,534	10,304	1,762	13,034
	Mass table games win ⁽³⁾	Million PHP	718	4,177	917	6,188
	Mass table games win rate	%	46.8%	40.5%	52.0%	47.5%
	Ending number of gaming machines	No. of machines	2,701	2,701	2,619	2,619
	Gaming machine handle ⁽⁶⁾	Million PHP	11,042	75,497	15,150	101,450
	Gaming machine win ⁽³⁾	Million PHP	735	4,867	984	6,705
	Gaming machine win rate	%	6.7%	6.4%	6.5%	6.6%
Hotel	Average daily room rate (ADR)	PHP	8,854	8,360	9,266	9,929
	Hotel occupancy rate	%	99.0%	98.8%	99.2%	97.2%
	Revenue per available room (RevPAR) ⁽⁷⁾	PHP	8,769	8,259	9,190	9,648
Property visitors	Visitors	425,792	3,046,303	510,393	3,839,607	
Gross gaming revenue	Million PHP	2,243	16,671	3,857	24,779	
VIP table games	Million PHP	790	7,627	1,956	11,886	
Mass market table games	Million PHP	718	4,177	917	6,188	
Gaming machine	Million PHP	735	4,867	984	6,705	
Other revenue (hotel, food & beverage, retail and entertainment etc.)	Million PHP	137	1,009	225	1,566	
Total revenue	Million PHP	2,380	17,680	4,082	26,344	
Depreciation	Million PHP	357	2,034	535	4,063	
Adjusted segment EBITDA ⁽⁸⁾	Million PHP	213	602	754	3,942	

(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.

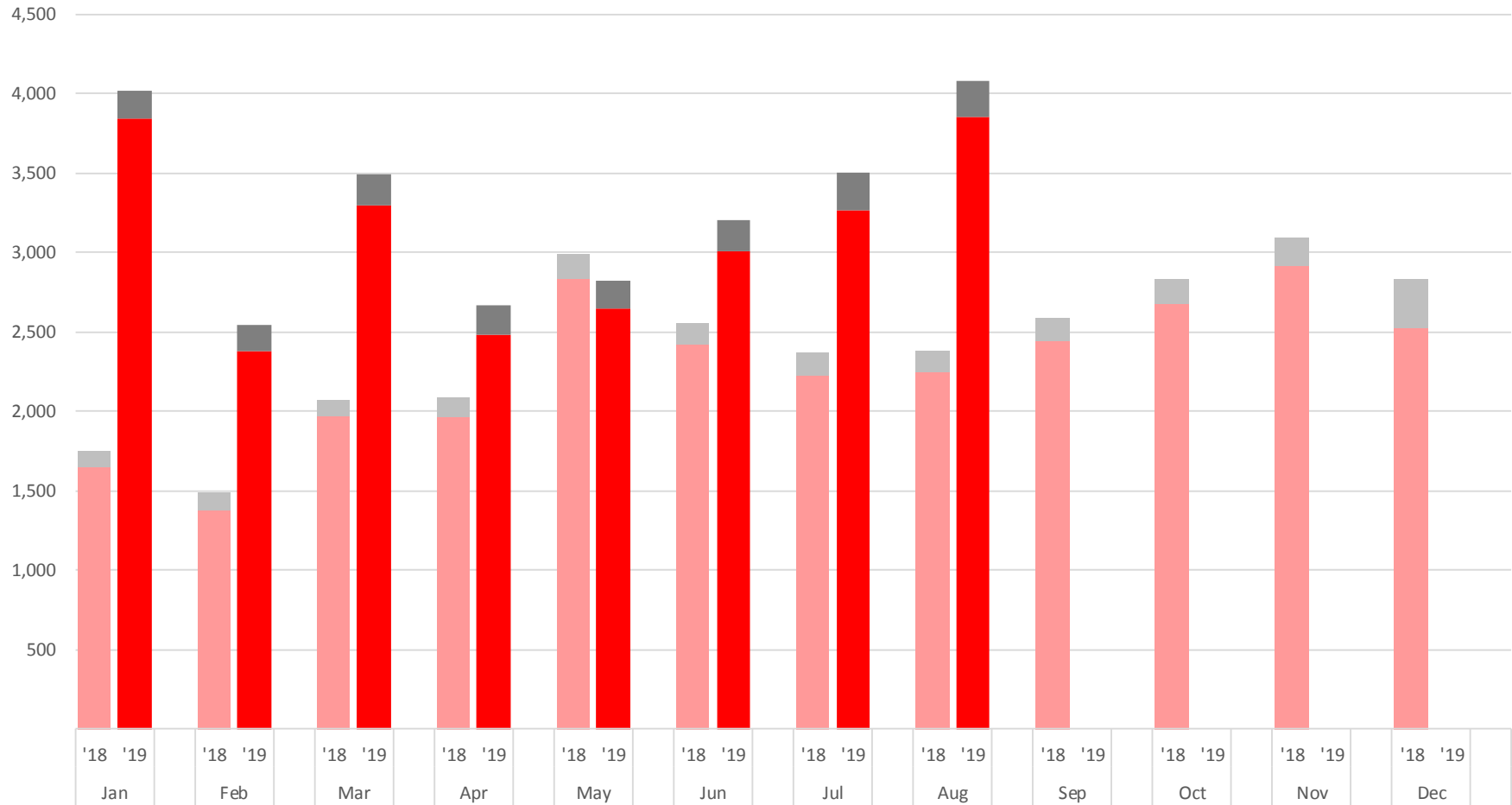
(7) RevPAR calculated by dividing total room revenues including retail value of promotional allowances by total rooms available, thereby representing a combination of hotel average daily room rates and occupancy.

(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

Million PHP



■ Gross gaming revenue ■ Other revenue

Property Visitors: 2018 vs 2019

