

Monthly Results of TRLEI (January 2019)

	Unit	1st quarter of fiscal year ending December 31, 2018	January 2018	January 2019 ⁽⁹⁾	February 2019	March 2019
VIP ⁽¹⁾	Ending number of VIP gaming tables	No. of tables	143	88	148	
	VIP rolling chip volume ⁽²⁾	Million PHP	57,703	15,619	49,648	
	VIP rolling chip win ⁽³⁾	Million PHP	2,007	670	2,285	
	VIP rolling chip win rate	%	3.48%	4.29%	4.60%	
Mass Market ⁽⁴⁾	Ending number of mass gaming tables	No. of tables	212	216	228	
	Mass table drop ⁽⁵⁾	Million PHP	3,459	1,184	1,605	
	Mass table games win ⁽³⁾	Million PHP	1,368	471	786	
	Mass table games win rate	%	39.6%	39.8%	48.9%	
	Ending number of gaming machines	No. of machines	2,434	2,442	2,717	
	Gaming machine handle ⁽⁶⁾	Million PHP	24,815	7,899	12,096	
	Gaming machine win ⁽³⁾	Million PHP	1,607	503	771	
	Gaming machine win rate	%	6.5%	6.4%	6.4%	
Hotel	Average daily room rate (ADR)	PHP	8,157	8,330	9,865	
	Hotel occupancy rate	%	97.1%	97.6%	93.2%	
	Revenue per available room (RevPAR) ⁽⁷⁾	PHP	7,923	8,127	9,195	
Gross gaming revenue	Million PHP	4,982	1,645	3,841		
VIP table games	Million PHP	2,007	670	2,285		
Mass market table games	Million PHP	1,368	471	786		
Gaming machine	Million PHP	1,607	503	771		
Other revenue (hotel, food & beverage, retail and entertainment)	Million PHP	323	106	176		
Total revenue	Million PHP	5,305	1,751	4,018		
Adjusted segment EBITDA ⁽⁸⁾	Million PHP	40.3	82.8	648.7		

(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.

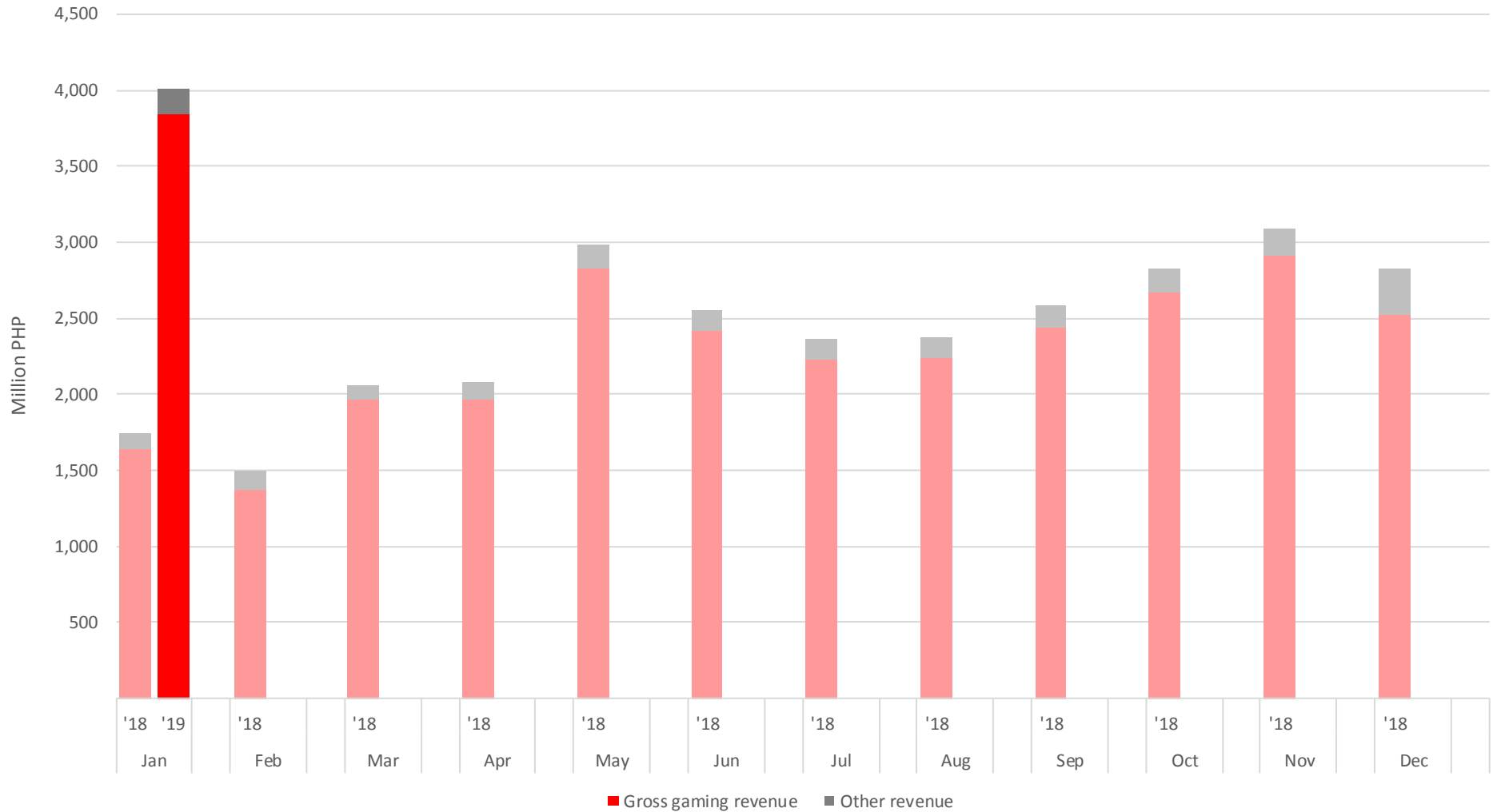
(6) Gaming machine handle is the total amount wagered in gaming machines.

(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 January 2019 are preliminary and subject to change.

Monthly Revenue: 2018 vs 2019



Property Visitors: 2018 vs 2019

