
GLOSSARY OF TECHNICAL TERMS

This glossary contains definitions of certain technical terms used in this Prospectus as they relate to us. Some of these definitions may not correspond to standard industry definition.

“anti-social force”	an organisation or individual who pursues economic benefit through violence, threat or fraudulent methods as defined in the Guidelines for Enterprises to Prevent Damage caused by Antisocial Organisations (<i>kigyo ga hanshakai seiryoku niyoru higai wo boushi surutameno shishin</i> 企業が反社会的勢力による被害を防止するための指針) published on 19 June 2007
“attacker”	a larger pocket in a pachinko machine’s playing field which opens for limited periods of time during jackpot mode
“bonus round”	a mode of a pachislot game triggered by matching certain combinations of images on the reels during which a larger number of tokens may be released
“G-prize”	a decorative plastic card with a small embedded piece of gold or silver or a small coin-shaped pendant of gold or silver
“G-prize mark-up”	the excess of the monetary value of the number of pachinko balls or pachislot tokens required to collect a G-prize over the cost of the G-prize paid by the hall operator
“G-prize wholesaler”	an independent party in the business of supplying G-prizes to pachinko halls
“general prize”	any prize offered by a pachinko hall that is not a G-prize
“gross pay-ins”	the amount received from pachinko balls and pachislot tokens rented to customers less unutilised balls and tokens
“gross payouts”	the aggregate cost of G-prizes and general prizes exchanged by customers for pachinko balls or pachislot tokens collected
“high playing cost machines”	pachinko machines with a playing cost of 4-yen per pachinko ball and pachislot machines with a playing cost of 20-yen per pachislot token
“IC card” or “pre-paid IC card”	a card purchased by pachinko hall customers to store cash value, which can be used to rent pachinko balls or pachislot tokens
“island”	a long row of approximately 10 to 40 pachinko or pachislot machines in a pachinko hall
“jackpot mode”	a mode of a pachinko game triggered by certain winning combinations of images on the screen in the centre of the field of play, during which the attacker opens

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“jet counter”	a device that automatically counts pachinko balls or pachislot tokens collected and issues a printed ticket displaying the number of balls or tokens collected
“low playing cost machines”	pachinko machines with playing costs of 0.5-yen, 1-yen, 1.25-yen, 2-yen and 2.5-yen per pachinko ball and pachislot machines with playing costs of 5-yen, 6.25-yen and 10-yen per pachislot token
“national brand machines”	standard pachinko or pachislot machines manufactured for sale by the manufacturer according to its own standards
“pachinko”	a game played on a device similar to a pinball machine which is played for entertainment and prizes
“pachinko balls” or “balls”	small metal balls used to play pachinko games
“pachinko hall”	a facility providing pachinko and/or pachislot games
“pachislot”	a game played on a device similar to a slot machine which is played for entertainment and prizes
“pachislot tokens” or “tokens”	small metal tokens used to play pachislot games
“payout ratio”	the number of pachinko balls or pachislot tokens released compared to the total number of balls or tokens played
“pins”	small, cylindrical pegs affixed on the pachinko machine’s playing field
“POS system”	point of sale system used in our pachinko halls for the exchange of pachinko balls and pachislot tokens for prizes
“private brand machines”	pachinko or pachislot machines manufactured for us in accordance with specifications provided by us to the manufacturer
“prize buyer”	an independent party in the business of operating prize buying centre(s) which purchase G-prizes for cash from pachinko players outside of pachinko halls
“ <i>Shinrai no Mori</i> ” (信頼の森)	our pachinko hall brand and hall type featuring primarily low playing cost games in a non-smoking environment with reduced noise levels, space for players to relax and socialise, and a larger selection of general prizes, comprising, as at the Latest Practicable Date, 44 halls operated under our <i>Shinrai no Mori</i> brand
“Three Party System”	the practice under which a pachinko hall operator, a prize buyer and a G-prizes wholesaler participate in the sale and purchase of G-prizes obtained by a customer of a pachinko hall operator by playing pachinko and pachislot machines in Japan, as described in more detail in “Business — Pachinko Operations — Three Party System” in this Prospectus

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“traditional hall”	our pachinko hall type featuring primarily high playing cost games in a traditional hall environment that allows smoking, comprising, as at the Latest Practicable Date, 174 halls operated under our <i>DYNAM</i> brand and two halls operated under the Cabin Plaza brand
“trap”	a pocket at the bottom of a pachinko machine’s playing through which pachinko balls are lost
“ <i>Yasumi Jikan</i> ” (やすみ時間)	the pachinko hall brand operated by Cabin Plaza, Daikokuten or Okuwa Japan and featuring primarily 1-yen pachinko games and 5-yen pachislot games in a traditional hall environment that allows smoking
“ <i>Yuttari Kan</i> ” (ゆったり館)	our pachinko hall brand and hall type featuring primarily low playing cost games in a traditional hall environment that allows smoking, and a larger selection of general prizes; when referred to in this Prospectus as a hall type, <i>Yuttari Kan</i> comprises, as at the Latest Practicable Date, 128 halls operated under our <i>Yuttari Kan</i> brand, one hall operated under the Cabin Plaza brand, one hall operated under the <i>Yasumi Jikan</i> brand by Cabin Plaza, two halls operated under the <i>Yasumi Jikan</i> brand by Daikokuten and three halls operated under the <i>Yasumi Jikan</i> brand by Okuwa Japan