

### 英皇娛樂酒店有限公司 Emperor Entertainment Hotel Limited

# Corporate Presentation 1 January 2011

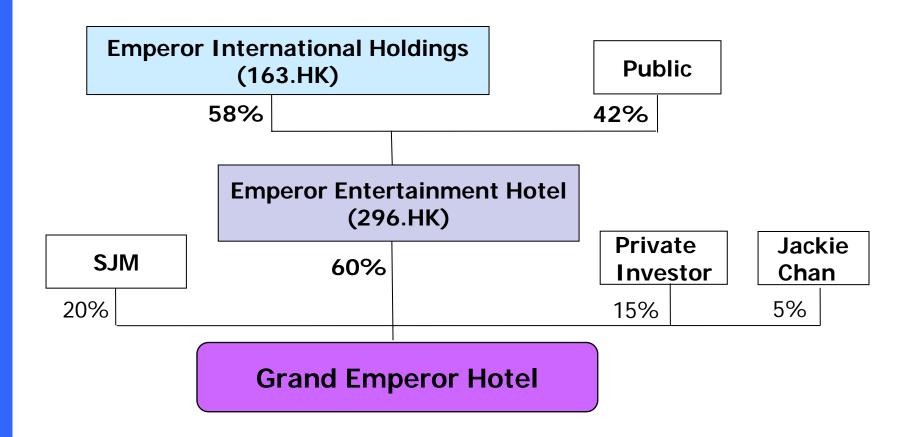


#### **Content**

Corporate Structure	P,3
About Grand Emperor Hotel	P,5
About Emperor Group	P,13
Financial Review	P,16
Appendix	P,20

# **Corporate Structure**

#### **Corporate Structure**



Act as a solid cash cow from running a casino hotel in Macau

# **About Grand Emperor Hotel**

#### **Location of Casino Hotel in Macau**



Situated in the heart of downtown Macau



# Capacity

	FY2008/09	FY2009/10	1H2010/11
Gaming Concourse (No. of tables)	59	60	60
2 Self-managed VIP Rooms (No. of tables)	10	14	14
1 Leased-out VIP Room (No. of tables)	3	3	3
Slot Capacity (No. of seats)	312	330	331
Guest Rooms	291	291	291

#### Floor Plan

Floor	Use	No. of gaming tables
11 - 23/F	291 hotel rooms	
20/F	Royal Thai Spa & Crystal Ballroom	
10/F	Sauna	
9/F	Restaurants (6,500 sq.m.)	
8/F	Night club	
7/F	VIP hall & administration office	4
6/F	Rented-out VIP hall	3
5/F	Casino concourse & VIP hall	17
4/F		17
3/F	Casino concourse	15
2/F		21
1/F	Slot machines	
G/F	Lobby with retail shops (644 sq.m.)	
	Total:	77

#### **Main Entrance**

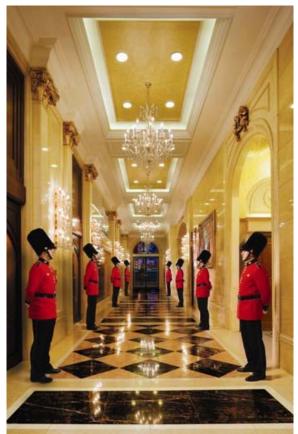
#### Hotel of Classic European Palace Style on Macau Peninsula





### **Main Lobby**

Lobby laden with 78 bars of 999.9 fine pure gold bars, each weighing 1kg





### **Gaming Hall**





7 Floors of Spacious Luxurious Gaming Hall

#### **Accommodation**



**Guest Room** 



Deluxe Room of more than 40 sq. metres



Presidential Suite of 750 sq. metres with private karaoke and sauna

# **About Emperor Group**

#### **Background**

- Emperor International Holdings Limited (163.HK), a parent company of the Group, currently engages in property investments, property development and operation of hotels. It extended its business to hospitality in 1990s. It is now a proud owner of a number of retail properties on Russell Street, Causeway Bay in Hong Kong which is recently ranked as the world's top two most expensive shopping street\*
- The Group also started its **hospitality and gaming** businesses and various run VIP halls in Macau in 1990s. Opened in 2006, Grand Emperor Hotel operates a number of VIP gaming rooms under SJM Holdings
- The Group's diversified development in property, entertainment and hospitality bring synergy effect which greatly benefits the growth of Grand Emperor Hotel



Emperor (Happy Valley) Hotel in Hong Kong

<sup>\*</sup> Source: Colliers International Retail Global Highlights Spring 2010



#### **Group Synergy Effect**

Emperor Group comprises a wide range of businesses that includes:

Watch & Jewellery (887.HK)

Property & Hospitality (163.HK)

Financial Services (717.HK)

Publishing & Printing (708.HK)

Furniture retailing

**Entertainment & Movies** 

Catering

- As a retailer of high-end timepieces and delicate jewellery and a market leader of entertainment industry, the Group has built a strong network with influential personages and business partners, which shares the VIP pool and brings a large quantity of potential customers to the hotel
- Businesses under the Group jointly organize various promotional events with the hotel to maximize synergy effect







# **Financial Review**

### **Financial Highlights**

	FY2008/09 HK\$'000	FY2009/10 HK\$'000	1H2009/10 HK\$'000	1H2010/11 HK\$'000	1H VS 1H Change
Revenue	791,456	990,204	417,684	618,143	+ 48.0%
Gross Profit	555,479	685,897	299,323	432,104	+ 44.4%
Property Revaluation (Loss) / Gain	(139,300)	569,118	(2,800)	63,207	N/A
EBITDA Before Minority Interest After Minority Interest	251,637 125,958	391,382 261,730	149,560 83,439	244,110 173,165	+ 63.2% + 107.5%
Profit Attributable to Owners of the Company	28,852	587,278	51,275	170,020	+ 231.6%
Earnings Per Share (Basic/Diluted)	HK\$0.03	HK\$0.5	HK\$0.05	HK\$0.13	+ 160%

Emperor Entertainment Hotel proposed an interim dividend as HK\$0.04 per share.

## **Key Financial Indicators**

	FY2008/09 HK\$'000	FY2009/10 HK\$'000	1H2010/11 HK\$'000
Total Net Assets	2,177,275	2,915,458	3,077,754
Working Capital	1,716,846	2,472,120	2,587,620
Bank Balance & Cash	527,380	573,398	720,956
Amount Due To Minority Shareholders Of A Subsidiary	357,402	279,362	266,912
Gearing Ratio	16.6%	7.4%	6.6%

# **Key Performance Indicators**

Grand Emperor Hotel in Macau	FY2008/09 HK\$	FY2009/10 HK\$	1H2009/10 HK\$	1H2010/11 HK\$	1H VS 1H Change
Total Revenue	791.5 m	990.2 m	417.7 m	618.1 m	+ 48.0%
Gaming Revenue	602.6 m	834.7 m	339.1 m	544.7 m	+ 60.6%
Hotel Revenue	188.9 m	155.5 m	78.6 m	73.4 m	- 6.6%
EBITDA Margin (before MI)	32%	40%	36%	39%	+ 3 % pts
Gross Win in Gaming Concourse	709.1 m	917.5 m	431.5 m	557.9m	+ 29.3%
Average Win Per Table Per Day in Gaming Concourse	HK\$35,000	HK\$43,000	HK\$41,000	HK\$51,000	+ 24.4%
Gross Win in VIP Halls	595.5 m	653.8 m	296.3 m	373.4m	+ 26.0%
Average Win Per Table Per Day in VIP Halls	HK\$163,000	HK\$166,000	HK\$162,000	HK\$146,000	- 9.9%
Occupancy	78%	81%	75%	88%	+ 13 % pts
Average Room Rate Per Day	HK\$830	HK\$805	HK\$760	HK\$820	+ 7.9%



# **Appendix**

#### **Current Group Structure**



# **Share Option**

Date of Grant	Exercise Period	Exercise Price HK\$/share	Number of share options outstanding at 31 Mar 2010
11 Aug 2005	11 Aug 2005 – 10 Aug 2015	2.2	10,000,000

#### **Disclaimer**

This material is for information purposes only. This presentation may contain forward-looking statements and estimates based on current assumptions and forecasts made by the management of Emperor Entertainment Hotel Limited.

Various known and unknown risks, uncertainties and other factors could lead to substantial differences between the actual future results, financial situation, development or performance of the company and the estimates given here. The company accepts no obligation to continue to report or update these forward-looking statements or adjust them to future events or development.

This material may not be reproduced, distributed or transmitted to any other person or incorporated in any way into another document or other material without the prior written consent of Emperor Entertainment Hotel Limited.

For more information, please go to www.emp296.com