

GEO Group Shop Monthly Data for FY ending March 31, 2014

Monthly Sales for Retail business and Number of stores for Fiscal Year ending March 31, 2014 (from April 1, 2013 to March 31, 2014)

■ Net Sales

Entertainment Media products shop (GEO Shop)

	04/2013	05/2013	06/2013	07/2013	08/2013	09/2013	1st Half	10/2013	11/2013	12/2013	01/2014	02/2014	03/2014	2nd Half	Total
Total sales of DMS	99.2%	97.4%	95.2%	103.4%	104.0%	124.3%	103.9%	114.9%						114.9%	105.5%
Average Sales of existing Stores	93.9%	92.0%	90.2%	98.1%	95.8%	115.7%	97.5%	107.5%						107.5%	98.9%

Reuse materials shop (Second Street, Jumble Store)

	04/2013	05/2013	06/2013	07/2013	08/2013	09/2013	1st Half	10/2013	11/2013	12/2013	01/2014	02/2014	03/2014	2nd Half	Total
Total sales of DMS	107.0%	111.8%	112.4%	105.5%	119.9%	110.8%	111.0%	110.7%						110.7%	111.0%
Average Sales of existing Stores	97.6%	101.9%	103.2%	95.9%	108.3%	101.3%	101.1%	99.7%						99.7%	100.9%

In our media business, the total sales of our direct-managed media shops were boosted by both the launch of several popular game software compatible for 3DS such as "grand theft auto V", "Pokemon X", and "Pokemon Y" and the continued brisk sales of "Monster Hunter 4", though the average sales of our existing media shops slightly decreased over the comparable period for the previous year.

Year-on-year total sales of our direct-managed reuse shops increased due to 4 new store-openings including "Super 2nd STREET in Kashiwashonan" in spite of unusual weather such as warmer climate and major typhonic hit for this season.

■ Number of stores (DMS)

		04/2013	05/2013	06/2013	07/2013	08/2013	09/2013	1st Half change	10/2013	11/2013	12/2013	01/2014	02/2014	03/2014	2nd Half change	Total
month end	Entertainment Media products	1,034	1,035	1,039	1,046	1,074	1,075	48	1,077						2	50
	Reuse materials	309	304	308	311	315	318	12	322						4	16

■ Number of stores (FC, Distributor)

		04/2013	05/2013	06/2013	07/2013	08/2013	09/2013	1st Half change	10/2013	11/2013	12/2013	01/2014	02/2014	03/2014	2nd Half change	Total
month end	Entertainment Media products	200	199	198	198	197	197	-3	196						-1	-4
	Reuse materials	40	40	40	40	40	40	0	41						1	1

(注) *Monthly Sales in the table above are based on preliminary figures and subject to change going forward.

*Our existing stores are defined as the GEO group stores that have been conducting retail outlet operation for over 12 full months.

*These figures above are not audited by an auditing company.

*The original disclosure in Japanese was released on Nov 8, 2013 at 16:00 (GMT+9)