

# Q1 FY19 Supplemental Deck

**February 7, 2019** 

















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# Executive Update



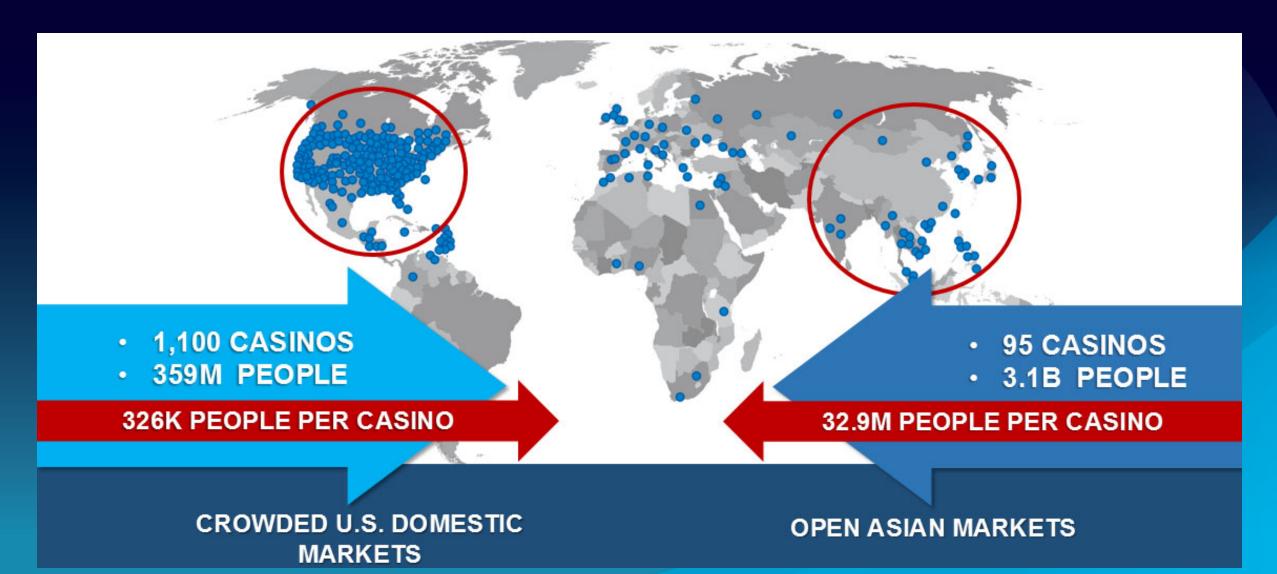
## Planning for the Future, Focused on Today

### Protecting and enhancing "Fortress Mohegan" is priority #1

- Daily focus on CT cost savings and non-gaming enhancements
  - Entering the "Second Inning"
- Drive "D&D" through identified, high ROI global and local initiatives
  - Diversification: Development pipeline execution (global) + Non-gaming amenity enhancement (local)
  - Deleveraging: Scalable cash flow opportunities (global) + Material cost reduction savings (local)
- Considerable Recent Progress in Korea:
  - MSCT shareholder change approved & predevelopment license affirmed
  - Signed Northern Asia distribution agreement with Live Nation
  - Announced global partnership with Paramount Studios
  - Considerable construction financing progress
  - Preconstruction initiated
- Priority "1B": Focused on maintaining reasonable leverage through development stage



## Seeking Untapped Global Gaming Markets





### **Identified Path Towards Material EBITDA Growth**

Beyond diversification, scale will provide increased cost saving and capital market opportunities





# Quarterly Highlights



## Revenue Recognition & Accounting Update

As disclosed in our filings, MGE adopted the new revenue recognition standard effective Q1 2019

- The '101' on ASC 606:
  - The gaming industry no longer presents gross revenues less promotional allowances to arrive at net revenue
  - Promotional allowances have been netted against revenue (primarily gaming revenue) to present net revenue by financial statement line item
  - Certain changes, including changes in accounting guidance related to loyalty program accounting, have impacted classification of revenues and expenses, but had immaterial impact to Adjusted EBITDA or net income

Following adoption as of October 1, 2018, this presentation reflects restated financial statements for 2017 to ensure comparative information is available





### MGE Q1 FY19 Financial Performance

#### Mohegan Sun:

- Net Revenues -2.7%
- EBITDA -8.9%

#### Mohegan Sun Pocono:

- Net Revenues -5.1%
- EBITDA -11.1%

#### Management & Development Fees:

- Cowlitz Management Fees \$4.1M<sup>2</sup>
- Resorts Management Fees \$506k
- Paragon Consulting Fees \$138k
- Play 4 Fun Revenue \$435k

#### Total MGE:

- Net Revenues -2.4%
- EBITDA -8.6%

<sup>1</sup> REFLECTS 606 ACCOUNTING TREATMENT <sup>2</sup> REPRESENTS MVNW'S % OF MANAGEMENT FEE

Q1 Financial Performance								
(\$ in thousands)	Qtr Ended 12/31/2018 <sup>1</sup>		_	tr Ended	y/y chg			
Mohegan Sun								
Net Revenues	\$	252,679	\$	259,707	-2.7%			
Adjusted EBITDA		68,549		75,261	-8.9%			
EBITDA Margin		27.1%		29.0%	-1.9%			
Mohegan Sun Pocono								
Net Revenues	\$	60,791	\$	64,061	-5.1%			
Adjusted EBITDA		10,608		11,936	-11.1%			
EBITDA Margin		17.4%		18.6%	-1.2%			
<b>Corporate</b>								
Net Revenues	\$	6,090	\$	3,802	60.2%			
Adjusted EBITDA		(7,291)		(8,567)	14.9%			
EBITDA Margin		NM		NM	NM			
Total MGE								
Net Revenues	\$	319,500	\$	327,510	-2.4%			
Adjusted EBITDA		71,866		78,630	-8.6%			
EBITDA Margin		22.5%		24.0%	-1.5%			



## Quarterly Highlights – MGE Corporate

Property Performance Commentary

	For the Three Months Ended										
(in thousands)	December 31, 2018	December 31, 2017	Variance	Percentage Variance							
<b>Corporate</b>											
Net revenues	\$ 6,090	\$ 3,802	\$ 2,288	60.2%							
Adjusted EBITDA	\$ (7.291)	\$ (8,567)	\$ 1.276	14.9%							

#### Net Revenues for the quarter ended December 31, 2018, reflects:

• An increase primarily driven by higher management fees at Ilani given the benefit from continued improving trends at the property and the resulting higher management fees earned.

#### Adjusted EBITDA for the quarter ended December 31, 2018, reflects:

• The increase in Adjusted EBITDA results driven by higher revenues, offset by higher labor costs associated with our various diversification initiatives.



## Quarterly Highlights – MGE Consolidated

Capital Expenditures

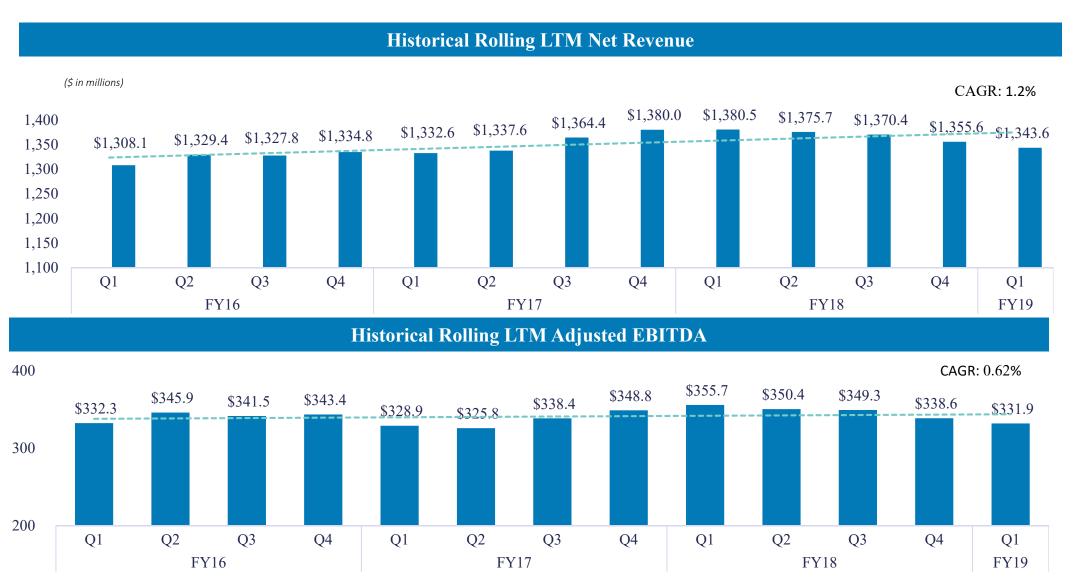
FY18 Capital Expenditure Summary

		1	1		
	Three Mo	nths Ended	Total I	Total Forecasted	
	Decembe	Fiscal Year 2019			
(in millions)					
Mohegan Sun:					
Maintenance	\$	3.2	\$	25.5	
Development		1.9		10.6	
Subtotal		5.1		36.1	
Mohegan Sun Pocono:					
Maintenance		0.4		5.4	
Development		-		1.2	
Subtotal		0.4		6.6	
Corporate:					
Maintenance		-		8.6	
Other - Project Inspire		7.5		111.8	
Subtotal		7.5		120.4	
Total	\$	13.0	\$	163.1	
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## Quarterly Highlights – MGE Consolidated

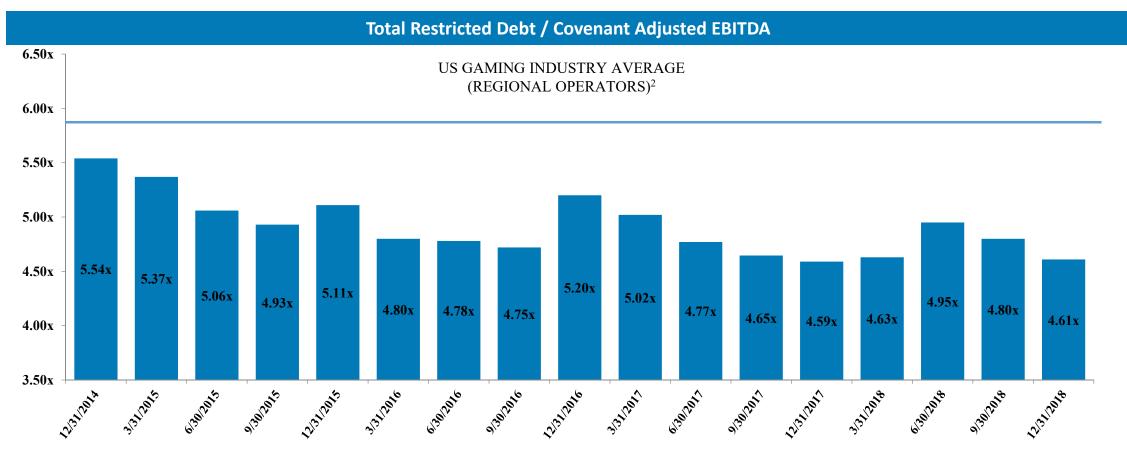
Operational Performance Remains Stable





## 1Q Quarterly Highlights – MGE Consolidated

As of 12/31/18, MGE's leverage ratio was  $4.6x^1$ , lower than the US regional operators industry average of  $5.8x^2$ 



- (1) Restricted Group leverage, based on 2016 Credit Facility definition of Total Restricted Debt / Covenant Adjusted EBITDA
- (2) US Regional Operators Industry Average includes US subsidiaries of Caesars Entertainment Corp., Boyd Gaming, Eldorado, and Red Rock Resorts as of most recent public filings, estimated pro forma for announced acquisitions and divestitures.

Source: Company financials and public filings.



## **Segment Performance Summary**

		Net Re	venue	<b>S</b>	Income (Loss) from Operations			perations	Adjusted EBITDA				
(in thousands, unaudited)		For the Thre	e Moi	nths Ended_	Ended For the Three Months Ended					For the Three Months Ended			
	December 31, December 31, December 31,		December 31,		Dec	ember 31,	Dec	ember 31,					
		2018		2017		2018 2017		2018		2017			
Mohegan Sun	\$	252,679	\$	259,707	\$	44,063	\$	58,120	\$	68,549	\$	75,261	
Mohegan Sun Pocono		60,791		64,061		7,192		8,594		10,608		11,936	
Corporate		6,090		3,802		(7,885)		(9,069)		(7,291)		(8,567)	
Inter-segment revenues		(60)		(60)									
Total	\$	319,500	\$	327,510	\$	43,370	\$	57,645	\$	71,866	\$	78,630	





	For the Three Months Ended									
(in thousands)	<b>December 31, 2018</b>		December 31, 2017		Variance		Percentage Variance			
Revenues:										
Gaming	\$	170,482	\$	184,435	\$	(13,953)	(7.6%)			
Food and beverage		29,135		26,248		2,887	11.0%			
Hotel		21,220		19,641		1,579	8.0%			
Retail, entertainment and other		31,842		29,383		2,459	8.4%			
Gross revenues		252,679		259,707		(7,028)	(2.7%)			
Less-Promotional allowances		-		-		-	0.0%			
Net revenues	\$	252,679	\$	259,707	\$	(7,028)	(2.7%)			

	For the Three Months Ended										
	<b>December 31, 2018</b>		December 31, 2017		Variance		Percentage Variance				
Expenses:											
Gaming	\$	90,455	\$	91,467	\$	(1,012)	(1.1%)				
Food and beverage		22,598		21,211		1,387	6.5%				
Hotel		9,152		9,137		15	0.2%				
Retail, entertainment and other		20,517		19,869		648	3.3%				
Advertising, general and administrative		41,789		43,075		(1,286)	(3.0%)				
Depreciation and amortization <sup>1</sup>		23,637		16,844		6,793	40.3%				
Other, net		468		(16)		484	NM				
Total Expenses	\$	208,616	\$	201,587	\$	7,029	3.5%				

<sup>1)</sup> Current period depreciation contains a catch up adjustment for depreciation relating to a tenant improvement totaling \$6.3M.



(in thousands)	Decer	nber 31, 2018	Decen	nber 31, 2017	Variance	Percentage Variance
Slots:						
Handle	\$	1,735,057	\$	1,802,424	\$(67,367)	(3.7%)
Gross revenues	\$	136,627	\$	145,164	\$ (8,537)	(5.9%)
Net revenues	\$	112,147	\$	122,390	\$(10,243)	(8.4%)
Free promotional slot plays (1)	\$	15,344	\$	16,228	\$ (884)	(5.4%)
Weighted average number of machines (in units)		4,420		4,879	(459)	(9.4%)
Hold percentage (gross)		7.87%		8.05%	-0.18%	(2.2%)
Win per unit per day (gross) (in dollars)	\$	336	\$	323	\$ 13	4.0%
Table games:						
Drop	\$	487,825	\$	492,106	\$ (4,281)	(0.9%)
Revenues	\$	56,980	\$	60,016	\$ (3,036)	(5.1%)
Weighted average number of machines (in units)		289		276	13	4.7%
Hold percentage (2)		11.68%		12.20%	-0.52%	(4.3%)
Win per unit per day (in dollars)	\$	2,145	\$	2,364	\$ (219)	(9.3%)
Poker:						
Revenues	\$	744	\$	1,327	(583)	(43.9%)
Weighted average number of machines (in units)		42		42	-	0.0%
Revenue per unit per day (in dollars)	\$	193	\$	343	\$ (150)	(43.7%)

<sup>(1)</sup>Free promotional slot plays are included in slot handle but not reflected in slot revenues.

<sup>(2)</sup> Table game hold percentage is relatively predictable over longer periods of time but can significantly fluctuate over shorter periods.



	For the Three Months Ended									
(in thousands)	Decemb	er 31, 2018	Decemb	per 31, 2017	Variance	Percentage Variance				
Food and beverage:										
Revenues	\$	29,135	\$	26,248	2,887	11.0%				
Meals served		956		942	14	1.5%				
Average price per meal served	\$	15.73	\$	14.76	1	6.6%				
Hotel:										
Revenues	\$	21,220	\$	19,641	1,579	8.0%				
Rooms occupied		137		133	1	0.8%				
Occupancy rate		95%		93%	0.02	2.2%				
Average daily room rate (in dollars)	\$	139	\$	134	5	3.7%				
Revenue per available room (in dollars)	\$	132	\$	124	8	6.5%				
Retail, entertainment and other:										
Revenues	\$	31,842	\$	29,383	2,459	8.4%				
Arena events (in events)		31		29	2	6.9%				
Arena tickets		214		166	48	28.9%				
Average price per arena ticket (in dollars)	\$	44.64	\$	46.48	(2)	(4.0%)				



Trending better than many expected, with robust non-gaming driving performance

- MSCT net revenues were slightly down -2.7% YoY, at \$252.7M vs. \$259.7M LY.
  - Revenues at MSCT declined modestly, primarily driven by softer gaming volumes and temporary hold pressures, partially offset by accelerating non-gaming performance.
  - Softer gaming revenues for 1QFY19 at MSCT reflect the impact from recent new competition, though remains inline to better than expected.
  - Total non-gaming revenue increased \$6.9M, driven by Food and Beverage, up 8.2% and 14.2%, respectively.
    - Hotel revenue increased by \$1.6M.
    - Arena revenue was up \$2.1M, driven by the increase in shows, particularly the headliners and strong ticket sales per show.
- Adjusted EBITDA was \$68.5M for the quarter, down 8.9% from LY, mainly attributable to softer gaming revenues.
  - Labor was unfavorable by \$1.8M as a result of increased health and insurance costs offset by lower salaries and wages.
    - Fulltime equivalence were down to 5,148 from 5,383 LY.
  - Overall, EBITDA was adversely impacted from lower slot revenue and overall hold. Adjusting for normalized hold, adjusted EBITDA in the quarter would have been \$1.63M higher.



### January 2019 – Mixed start to the year

While we typically avoid using weather as an excuse... the perfect storm aversely impacted a key long weekend in January

- A Winter Storm hit MSCT on the afternoon of Sunday, January 20<sup>th</sup> and continued into the MLK holiday, on Monday
  - We believe overall business was adversely impacted, with a \$2.3M impact to revenue and a \$1.7M impact to EBITDA.
- Mohegan Sun has faced an unlucky start to the New Year. While volumes have remained inline to plan (adjusting for the impact of the aforementioned MLK impact), overall table win has been impacted by table hold.



### Defined, Consistent Strategic Focus

Changes to competitive market are not new; our focus has always been:

### **Maximize Gaming Profits**

Protection of our most profitable guests

### **Enhancement of Non-Gaming Offerings**

Diversify revenue streams

### **Continuous Expense Savings**

- Targeted marketing efforts
- Labor efficiency



## Strategic Initiatives Already Underway

Continuing our history of success in defending against competition

Initiatives	Total
Gaming Initiatives	\$30 - 40M
Non-Gaming Enhancements	20 - 30M
Marketing Initiatives	20 - 25M
Labor Efficiencies	30 - 35M
Other - EBITDA Enhancements Opportunities	7 - 15M
Total	\$107 - 145M

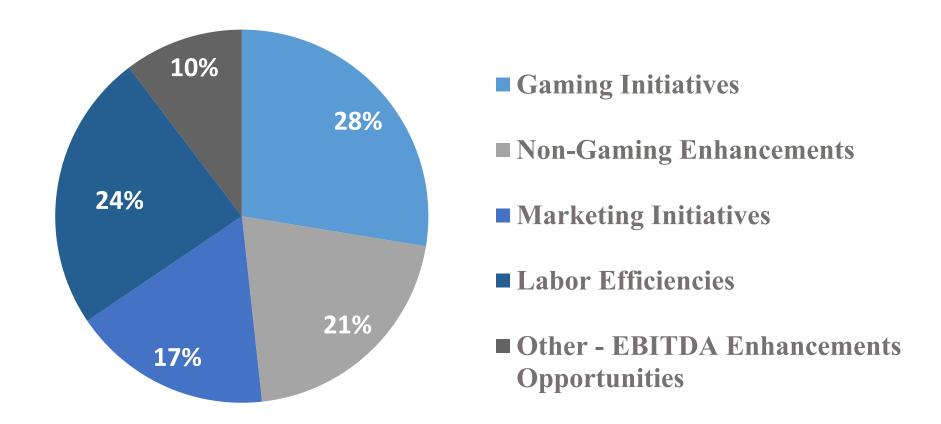
• All figures above exclude volume driven reductions

1Q Update: We continue to evaluate all aspects for improvement and program acceleration, but we reiterate, overall objectives remain achievable and on schedule



### Strategic Initiatives Remain Diverse

Well defined value drivers across diverse revenue and cost line items

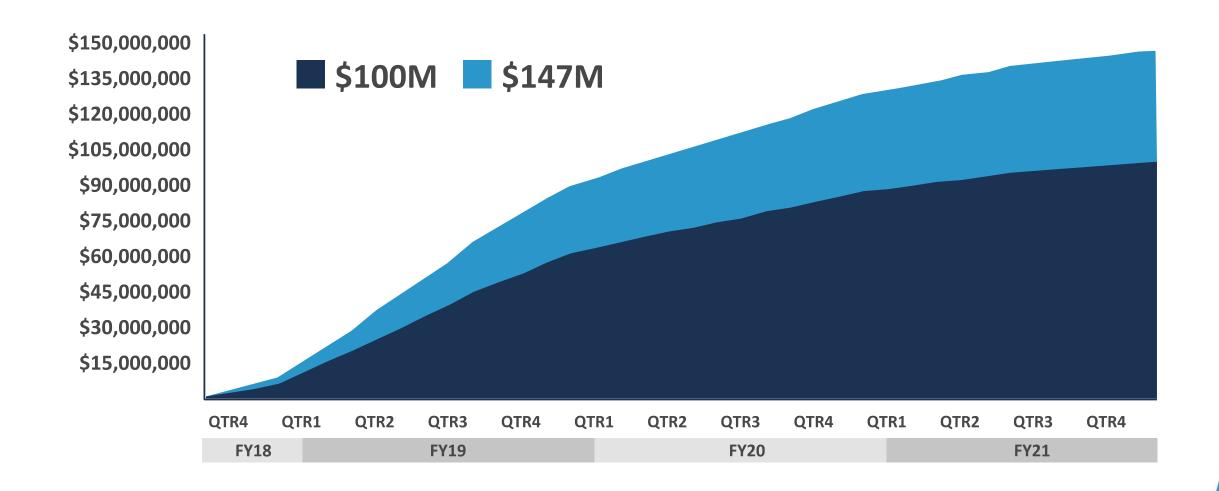


1Q Update: Non-Gaming leading the charge, followed by labor efficiencies; select table gaming programs under evaluation, but too early to objectively assess long-term success



## Strategic Initiatives Ramp Up

1Q Update: MGE remains on pace to achieve target cost and revenue improvements







	For the Three Months Ended										
(in thousands)	<b>December 31, 2018</b>		<b>December 31, 2018</b>		Variance		Percentage Variance				
Revenues:											
Gaming	\$	51,453	\$	54,607	\$	(3,154)	(5.8%)				
Food and beverage		5,713		5,461		252	4.6%				
Hotel		1,758		1,820		(62)	(3.4%)				
Retail, entertainment and other		1,867		2,173		(306)	(14.1%)				
Gross revenues		60,791		64,061		(3,270)	(5.1%)				
Less-Promotional allowances		-		-		-	<u>-</u> _				
Net revenues	\$	60,791	\$	64,061	\$	(3,270)	(5.1%)				

	For the Three Months Ended									
(in thousands)	<b>December 31, 2018</b>		Dec	ember 31, 2018	Variance		Percentage Variance			
Expenses:										
Gaming	\$	38,209	\$	39,655	\$	(1,446)	(3.6%)			
Food and beverage		3,849		3,643		206	5.7%			
Hotel		651		750		(99)	(13.2%)			
Retail, entertainment and other		245		415		(170)	(41.0%)			
Advertising, general and administrative		7,229		7,662		(433)	(5.7%)			
Depreciation and amortization		3,416		3,325		91	2.7%			
Other, net		-		17		(17)	(100.0%)			
Total	\$	53,599	\$	55,467	\$	(1,868)	(3.4%)			



For	the	Three	<b>Months</b>	Ended
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(in thousands)		December 31, 2018		December 31, 2017		ariance	Percentage Variance		
Slots:									
Handle	\$	574,862	\$	592,667	\$	(17,805)	(3.0%)		
Gross revenues	\$	57,270	\$	59,894	\$	(2,624)	(4.4%)		
Net revenues	\$	43,620	\$	45,002	\$	(1,382)	(3.1%)		
Free promotional slot plays (1)	\$	10,435	\$	11,393	\$	(958)	(8.4%)		
Weighted average number of machines (in units)		2,324		2,330		(6)	(0.3%)		
Hold percentage (gross)		7.6%		7.6%		0.0%	0.0%		
Win per unit per day (gross) (in dollars)	\$	204	\$	210	\$	(6)	(2.9%)		
Table games:									
Drop	\$	40,982	\$	49,098	\$	(8,116)	(16.5%)		
Revenues	\$	5,680	\$	7,210	\$	(1,530)	(21.2%)		
Weighted average number of machines (in units)		71		73		(2)	(2.7%)		
Hold percentage (2)		13.9%		14.7%		(0.8%)	(5.4%)		
Win per unit per day (in dollars)		870		1,074		(204)	(19.0%)		
Poker:									
Revenues	\$	428	\$	509	\$	(81)	(15.9%)		
Weighted average number of machines (in units)		18		18		-	0.0%		
Revenue per unit per day (in dollars)	\$	259	\$	308	\$	(49)	(15.9%)		

<sup>(1)</sup> Free promotional slot plays are included in slot handle but not reflected in slot revenues.

<sup>(2)</sup> Table game hold percentage is relatively predictable over longer periods of time but can significantly fluctuate over shorter periods.

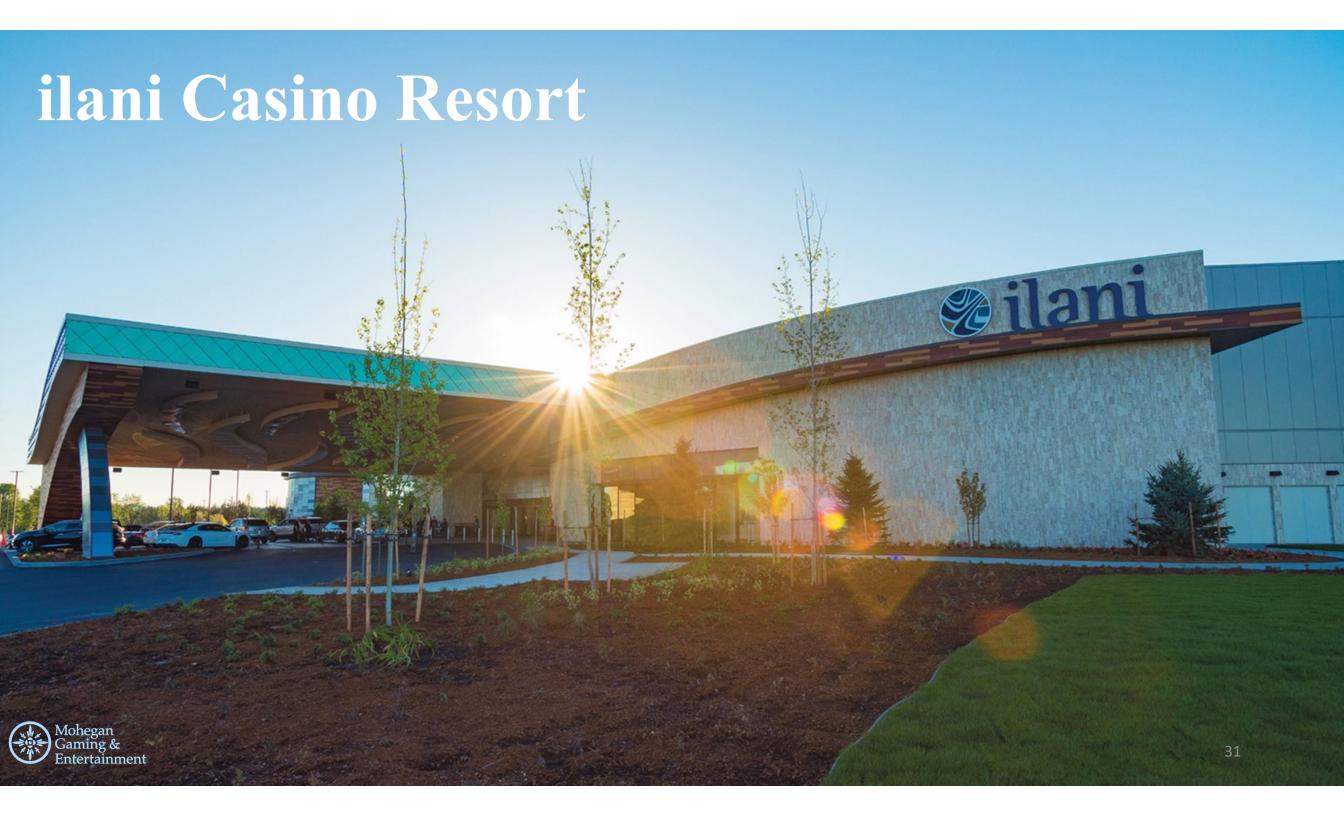


(in thousands)	For the Three Months Ended									
	<b>December 31, 2018</b>		December 31, 2017		Variance		Percentage Variance			
Food and beverage:										
Revenues	\$	5,713	\$	5,461	\$	252	4.6%			
Meals served		115		107		8	7.5%			
Average price per meal served	\$	21.59	\$	21.10	\$	0.49	2.3%			
Hotel:										
Revenues	\$	1,758	\$	1,820	\$	(62)	(3.4%)			
Rooms occupied		17		18		(1)	(5.6%)			
Occupancy rate		78.8%		83.4%		(4.6%)	(5.5%)			
Average daily room rate (in dollars)	\$	98	\$	96	\$	2	2.1%			
Revenue per available room (in dollars)	\$	77	\$	80	\$	(3)	(3.8%)			
Retail, entertainment and other:										
Revenues	\$	1,867	\$	2,173	\$	(306)	(14.1%)			



- Revenues were down 5.1% YoY, at \$60.8M vs \$64.1M LY, while Adjusted EBITDA for the quarter was \$10.6M, down 11.1% from LY, mainly attributable to softer gaming revenues.
- Table drop decreased YoY by 16.5% and net table hold was down YoY at 13.9% compared to 14.7% LY. This was a result of lower volumes compared to LY, as well as, higher hold LY.
- Gross slot revenue was down 4.4% YoY, at \$57.3M vs \$59.9M. Net slot hold was 7.6% same as 7.6% LY, a significant improvement related to an FY18 initiative of refreshing the assets on the slot floor but as a whole, performance was impacted by the 1% slot tax, which will anniversary on January 1, 2019.
- The property continued to face an aggressive promotional environment in the quarter that impacted volumes and as a result, marketing spend increases where primarily to combat Mt. Airy's reinvestment marketing approach. However, these promotional pressures abated towards the end of the quarter and have returned to more historic norms in the current period.
- Additionally, overall trends improved sequentially throughout the quarter, with momentum carrying over into the current. However volumes were adversely impacted by winter storms during the long MLK weekend.
- Overall, EBITDA was adversely impacted from lower revenue, lower table hold and higher slot taxes, given a 1% increase in slot taxes assessed by the Commonwealth of Pennsylvania effective January 1, 2018. Adjusting for normalized table hold and the 1% slot tax, adjusted EBITDA in the quarter would have been \$767k higher.





### Quarterly Highlights – ilani Casino Resort

- The upward trend in gaming performance continues for awareness and visitation. Spend per Trip increased by 16.7% while Trips overall Increased by 33.8% on a YoY basis.
- Net revenues up 31% in the quarter vs. LY mainly due to the growth in the database of almost 45% year over year. This was driven by a 32% increase in net gaming revenue, and 20.6% in net non-gaming revenue.
- The database is currently at 275,000 and growing, up15.6% from September
- Management Fees increased \$3.9 million, netting to an impact of \$8.1 million increase to EBITDA, or 30% year over year for the quarter.
- Completed a successful refinancing and expanded revolver on December 4th, with \$625M in proceeds, of which \$109M came back to MGE, to repay outstanding loans to the development..
- Master-planning of ilani is nearly complete, with elements such as hotel, expanded casino, and structured parking, all being evaluated.





### Quarterly Highlights – Resorts Casino

- Resorts was the only operator in Atlantic City that had YoY growth in GGR. GGR for the quarter was \$44.4M, up \$589k or 1.3%.
  - Slot handle market share at Resorts was 7.2%, down from 7.8%, in Q4 2017.
  - Table drop market share was 6.8%, down from 7.1%, in Q4 2017 (up from 5.3%, 3Q18)
- Resorts forth quarter reflects the direct impact of two new competitors, Hard Rock and Ocean Resorts, in the market, as there was a shift by consumers who gave trial to the new properties in terms of play days and share of wallet but positively, the new competition has attracted critical mass to the Resorts area of Atlantic City. Both the new competitors continue to have very aggressive marketing programs
- Growth in non-gaming revenues YoY was up 4.9% and can be primarily attributed to the demand derived from the larger number of customers visiting from the opening of the two new competitors near Resorts. Resulted in higher cash and comp revenues. Food up 9.2% and Beverage up 5.2%. Hotel revenues down a modest 0.5%, as the market continues to absorb new/updated room produced, from highly promotional operators.
- Management fees earned by MGE in the quarter were approximately \$506k.
- January performance has been promising so far, with good table and slot volume and stable hold, contributing to better results YoY. Our table play is solid, led by strong Asian business and the slot business has been steady.





## Quarterly Highlights – Paragon Casino Resort

- Seasonally, Oct-Dec is the softest quarter for Paragon, though win per guest was still up, YoY. Additionally, seeing a better quality customer, following changes to marketing efforts
- Performance was in line with the state and our nearest competitors with the exception of Baton Rouge which continues to see dramatic decreases as the result of the smoking ban that was implemented in June 2018.
- Headcount at 840 FTE's at end of quarter, down from 905 in prior year quarter





# Development Updates





Inspire Entertainment Resort



Location	Incheon Airport Development Zone IBC-III				
Operator	Mohegan Gaming & Entertainment LLC (U.S.)				
Shareholder	MGE through its wholly-owned subsidiary, Mohegan Gaming Advisors LLC				
Site Area	<ul> <li>Phase 1 Parcel Area: 507,320m²</li> <li>Gross Floor Area (excl. parking): 340,858m²</li> </ul>				
Land Lease	<ul> <li>Total Site Area: 2,674,000m² total (excl. 1,500,000m² reservoir)</li> <li>Owner: Incheon International Airport Corp.</li> <li>Lease Period: 99 years</li> </ul>				
Phase I Features	<ul> <li>15,000+ seat indoor entertainment arena</li> <li>Three 5-star hotel towers with 1,256 total keys</li> <li>19,000m² of meeting &amp; convention space</li> <li>Over 63,000m² of luxury, retail, entertainment offerings and world-class F&amp;B</li> <li>150 table casino with 700 slots/electronic games</li> </ul>				
Future Phase Offerings	<ul> <li>Phase 2 (already committed): 100 acre+ branded theme park and connecting entertainment/retail village</li> <li>Future Development Phases: To be determined</li> </ul>				
Expected Opening	4Q 2021–1Q 2022				





#### INSPIRE Offerings





#### Geographical Location

Destination from Seoul	Flight Time	
Beijing	2 hrs	-thous
Shanghai	2 hrs	Vladvistik O
Chengdu	4 hrs	Regrey  Tokyo  Tokyo  Scoul
Hong Kong	3 hrs 50 min	Shangkai Osaka Chengdai
Taipei	2 hrs 30 min	Hangzhou Tupes Hong Kong
Tokyo	2 hrs 30 min	Bargkok Marau Seoul-Mac
Osaka	1 hr 50 min	





#### Site Location



#### To / From Seoul



- ICN Expressway to Incheon and Western Seoul
- · Within 1 hour to/from Seoul



- Airport railroad station located adjacent to Airport Terminal
- · Within 1.5 hours to/from Seoul

#### To / From Incheon Airport



- 5 Minutes from IIAC Terminal 2
- 10 Minutes from IIAC Terminal 1



#### **Quarterly Highlights – Inspire**

#### World Leading Live Entertainment Partnership

On October 10, 2018, Mohegan Gaming & Entertainment (MGE) and Live Nation Entertainment, the world's leading live entertainment company, announced a multi-year partnership to acquire talent for Project Inspire.

"Mohegan Gaming & Entertainment and Live Nation have been long-time partners in creating one of the most successful arena venues in the world for its size, the Mohegan Sun Arena in Uncasville, CT," said Mario Kontomerkos, Chief Executive Officer, Mohegan Gaming & Entertainment. "Now, we are partnering again to do the same, only this time it will be at the Inspire Super Arena at the Incheon International Airport, right in the heart of the burgeoning Asia entertainment market. The move further solidifies MGE's position as the premier global gaming and entertainment resort developer and operator."

"We have been thrilled by the success of what Live Nation and Mohegan Gaming & Entertainment have built together through the Mohegan Sun Arena in Uncasville and are excited to continue this partnership through Project Inspire," said Alan Ridgeway, Live Nation's President, International and Emerging Markets. "Touring throughout Northern Asia has grown significantly over the last few years, and the addition of the Inspire Super Arena can only continue to enhance that growth," concluded Ridgeway.







## **Construction Begins**

Contractor and building site offices are on site







## **Construction Begins**

Contractor and building site offices are on site















## Niagara Opportunity Overview



### Niagara Acquisition Overview

Mohegan's entry into the highly attractive Niagara local- and tourist-oriented gaming market solidifies our position as the leader in the greater northeast gaming region

- On July 27<sup>th</sup>, 2018, Mohegan Gaming & Entertainment ("MGE") was selected as the Service Provider for the Niagara Bundle, part of the Ontario Lottery & Gaming Commission's ("OLG") modernization program
  - Includes two integrated casino resorts located within ~1 mile of each other in Niagara Falls, ON
  - MGE will also operate Niagara Falls Entertainment Centre ("NFEC"), a theatre-style arena with 5,000 seats
- Initial contract ends March 31, 2040
  - Unlimited 10 year renewals (available at MGE's option)
- The 'turn-key' properties are well-appointed and maintained, and are of sizeable scale, producing (CAD) \$650+ million in annual gross gaming revenue

MGE expects to drive significant incremental revenue through the combination of existing player databases—MGE-established operational efficiency strategies should also drive material operational and cash flow improvements



### **Attractive Niagara Market Demographics**

Existing globally recognized tourism market with robust opportunity for expansion

- Population of ~14.2 million within 150 minute drive time
  - Average household income of (CAD) \$100,000+
  - Asian population is one of the fastest growing segments with Chinese making up over 10% of the greater Toronto area ("GTA") population
- Top Ten Global Destination: 14.5 million+ annual visitors to Canadian side of Niagara Falls with 6.5 million+ overnight visitors
  - 4.5 million+ annual US visitors with the significant concentrations from 'MGE markets' (e.g. New York, Pennsylvania, and Ohio)
  - 1.5 million+ annual international visitors with Chinese, Korean, and Japanese as largest visitation segments

MGE will control all casino assets within the 16,000-hotel room Niagara market



#### Significant Revenue & Margin Improvement Opportunity

#### Material cross-property and operational efficiency opportunities

- Property previously operated by single market operator; provides MGE with the opportunity to exploit its multi-property presence in the greater northeast region
  - 6 million+ potential new Niagara customers via MGE databases
  - Ability to market Niagara beyond the GTA—MGE will extend range to New York
     City and beyond
- Significant non-gaming revenue improvement opportunity
  - MGE targets at ~30% non-gaming revenue contribution (Currently ~15% at Fallsview)
    - Previous management less incentivized to prioritized non-gaming, leaving considerable low hanging fruit within retail and F&B
  - MGE, in partnership with Live Nation, will draw on its vast experience and relationships to drive incremental visitation, while benefiting from new 5,000-seat state-of-the-art arena





## Niagara Property Overview





#### **Fallsview Resort Hotel**



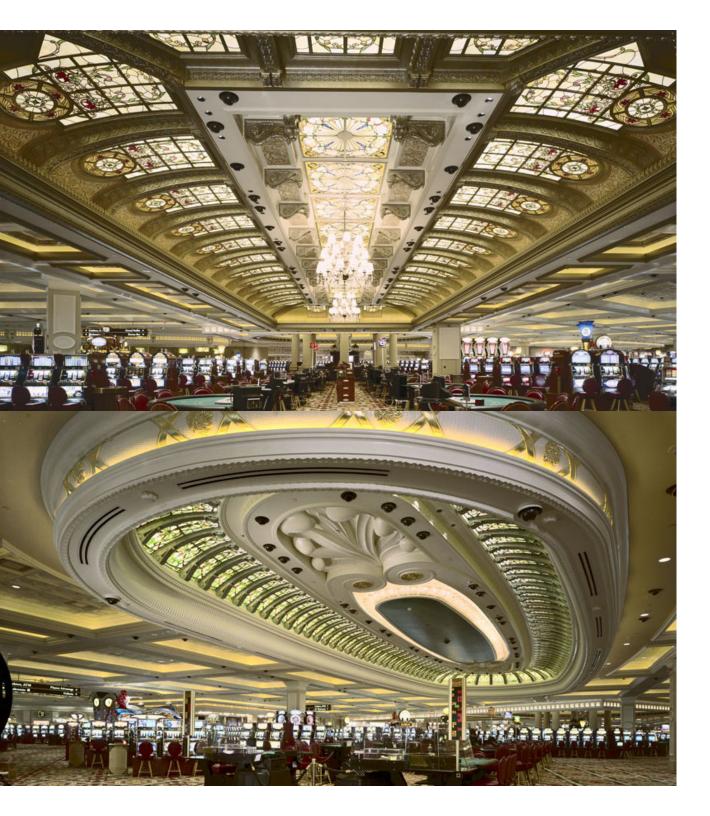
#### The Diamond of Niagara



- Opened in 2004
- **3**,082 slots
- 136 gaming tables

- 374 room hotel
- 1,500 seat theatre
- 22 food and beverage outlets







# World Class Gaming Facilities

Solidifies MGE as the Premier Gaming Operator in the Northeast





# VIP Gaming Experience

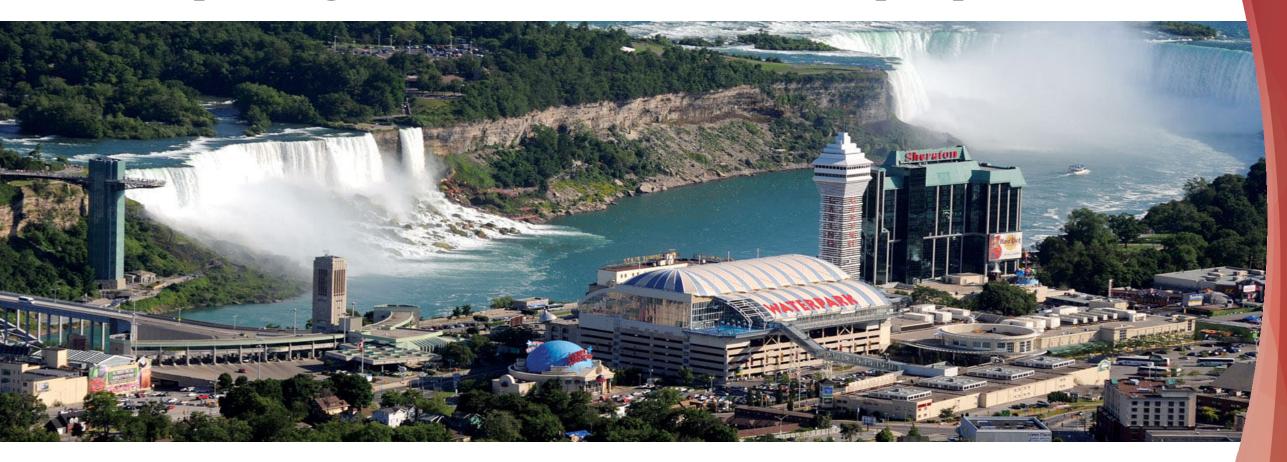
True High End Gaming;
Attractive to Existing
MGE Clientele



### Casino Niagara

# NIAGARA

#### Unique Integrated Entertainment Partnership Experience



- Opened in 1996
- 1,418 slots

- 32 gaming tables
- 4 food and beverage outlets



# Niagara Falls Entertainment Centre LÎVE NATION Unique Offering in the GTA LÎVE NATION

Rendering:



Construction:



- 5,000 seats
- Pedestrian Bridge/Walkway Connects to Fallsview
- Opens in September of 2019





# Capitalization Summary



### Q1 FY19 Current Debt Summary

#### MGE and Mohegan Tribe remain committed to deleveraging

(\$ in thousands)

	12/31/2018	Coupon/Spread	Maturity	Rating <sup>*</sup>
Credit Facility - Revolving	\$ 66,000	L + 3.75%	10/13/21	
Credit Facility - Term Loan A	301,440	L + 3.75%	10/13/21	B1/B-
Credit Facility - Term Loan B	828,830	L + 4.00%	10/13/23	B1/B-
Mohegan Expo Credit Facility	32,155	L + 4.50%	4/1/22	-
Other	1,364	-	-	
<b>Total Senior Secured Debt</b>	1,229,789			
2016 7 7/8% Senior Unsecured Notes	500,000	7.875%	10/15/24	B3/CCC+
BIA Loans	35,000	L + 2.75%	10/1/23	-
Total Restricted Debt	1,764,789			
Redemption Note Payable	114,800	-	4/14/2024	-
Niagara Debt (USD)		-	-	
Total Debt	\$ 1,879,589			

<sup>&</sup>lt;sup>1</sup> Corporate Rating: B2/B-

